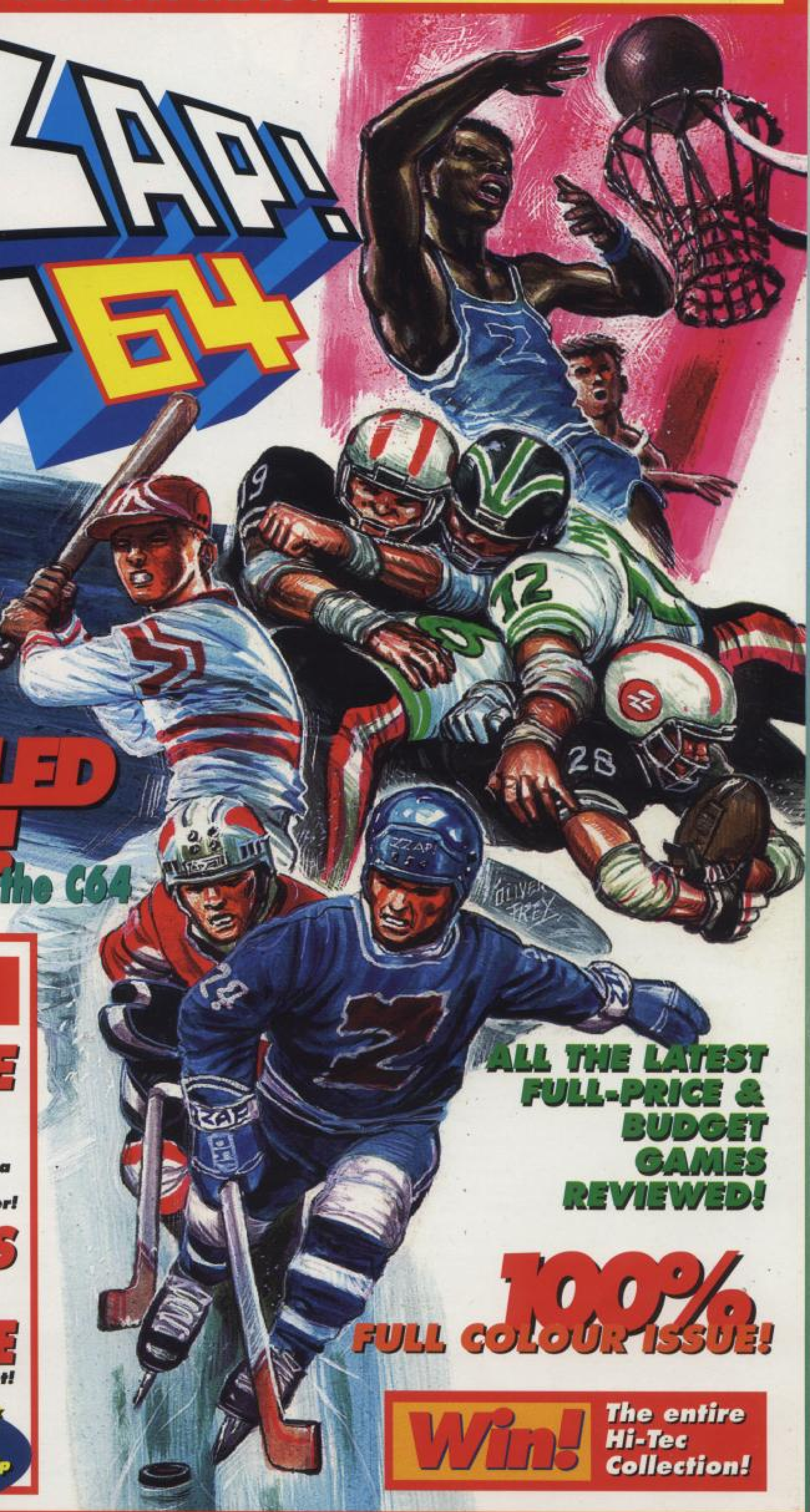
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ZZAP! 64



FREE INSIDE! Gripping Wrestling Poster!

STAR STRANGLED BANNER!

American sports on the C64

FOUR GREAT GAMES FOR YOUR C64!

DETECTIVE

Head-scratching, mind-bending icon-driven adventure!

πr^2

Don't be a square — have a slice of this delicious puzzler!

BATTLE BARS

Perilous power pong with a difference! It'll drive you batty!

L.A. ADVENTURE

Calamity in California — it's a riot!

What? No Megatape? Then ask your newsagent for it, pronto! What? No newsagent? Then you've probably entered the chip shop by mistake!

ALL THE LATEST FULL-PRICE & BUDGET GAMES REVIEWED!

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TOP TIPS FOR... DJ PUFF... ARNIE... MYTH... MICROPROSE SOCCER... THE SIMPSONS... AND PATRICK MORE!

Wot's in! 87

Great games!





DAFFY DUCK
Hi-Tec's hilarious arcade adventure will drive you quackers!

JAMES POND 2: CODENAME ROBOCOD
Sounds 'fishy' to me, but he'd go down great with a few chips!

STUNTMAN SEYMOUR
Another crackin' Codies arcade adventure, it's addictive but won't stunt your growth!

DIE HARD 2
Brillo Brucie licence, or will it give you the 'Willis'?





tape worm

Liver lickin' stuff on Page 6

For the number one hits in C64 gaming, play hookie with the greatest segment shedder in the business and check out our munchable Megatape:

- **Detective — superb icon-driven opus that'll keep you playing for weeks.**
- **πr2 — This collect-'em-up's definitely not for squares!**
- **Battle Bars — Perilously playable pong plagiarism — perfect!**
- **L.A. Adventure — It's a riot!**

Review index!

Regularz!

LONG WAVE RADIO ATLANTIC 252

£1000 LISTENER REWARD

During the past two years we've been working hard to find out what music you want to hear most. To help us play the best music for your taste, we'd like to know what you think of the following songs:-

SONG	ARTIST	RATING
EVERYTHING I DO	BRYAN ADAMS	
DANCING IN THE DARK	BRUCE SPRINGSTEEN	
SHOOP SHOOP SONG	CHER	
SOMETHING GOT ME STARTED	SIMPLY RED	
ETERNAL FLAME	BANGLES	
SAILING ON THE SEVEN SEAS	OMD	
TAKE MY BREATH AWAY	BERLIN	
SOMETHING HAPPENED	PHIL COLLINS	
CARELESS WHISPER	GEORGE MICHAEL	
IT AIN'T OVER TILL ITS OVER	LENNY KRAVITZ	
LITTLE LIES	FLEETWOOD MAC	
RED RED WINE	UB40	
SACRIFICE	ELTON JOHN	
BABY JANE	ROD STEWART	
SEAL OUR FATE	GLORIA ESTEFAN	
IT MUST HAVE BEEN LOVE	ROXETTE	
IF I COULD TURN BACK TIME	CHER	
WALK OF LIFE	DIRE STRAITS	
NOTHING'S GONNA STOP US NOW	STARSHIP	
WHEN A MAN LOVES A WOMAN	MICHAEL BOLTON	
YOU CAN CALL ME AL	PAUL SIMON	
ALIVE AND KICKING	SIMPLE MINDS	
IF YOU DON'T KNOW ME BY NOW	SIMPLY RED	
THE BEST	TINA TURNER	
ANOTHER DAY IN PARADISE	PHIL COLLINS	
SUNSHINE ON A RAINY DAY	ZOE	
THERE MUST BE AN ANGEL	EURYTHMICS	
ADDICTED TO LOVE	ROBERT PALMER	
CHAIN REACTION	DIANA ROSS	
CHANGE	LISA STANSFIELD	
DON'T YOU WANT ME	HUMAN LEAGUE	
SADNESS PART 1	ENIGMA	
IF YOU LET ME STAY	TERENCE TRENT D'ARBY	
SHOW ME HEAVEN	MARIA MCKEE	
ST. ELMO'S FIRE	JOHN PARR	
SALT WATER	JULIAN LENNON	
MYSTIFY	INXS	
OPEN YOUR HEART	MADONNA	
BOHEMIAN RHAPSODY	QUEEN	
MOTOWN SONG	ROD STEWART	
DON'T LET THE SUN GO DOWN	GEORGE MICHAEL / ELTON JOHN	
REAL GONE KID	DEACON BLUE	
ALONE	HEART	
LIKE A PRAYER	MADONNA	
GOT MY MIND SET ON YOU	GEORGE HARRISON	
LOVE IS A WONDERFUL THING	MICHAEL BOLTON	
EVERYBODY WANTS TO RULE THE WORLD	TEARS FOR FEARS	
WHAT'S LOVE GOT TO DO WITH IT	TINA TURNER	
KILLER	SEAL	
HEAVEN IS A PLACE ON EARTH	BELINDA CARLISLE	
I WANNA DANCE WITH SOMEBODY	WHITNEY HOUSTON	
THE LIVING YEARS	MIKE AND THE MECHANICS	

COMPLETE THE LIST USING THIS SCALE.

	RATING
LIKE THE SONG	1
DON'T LIKE THE SONG	2
DON'T KNOW THE SONG	3

SONG	ARTIST	RATING
WAITING FOR A GIRL LIKE YOU	FOREIGNER	
A GOOD HEART	FERGAL SHARKEY	
BABY BABY	AMI GRANT	
EVERY BREATH YOU TAKE	POLICE	
ALL CRIED OUT	ALISON MOYET	
MORE THAN WORDS	EXTREME	
BLACK OR WHITE	MICHAEL JACKSON	
I STILL HAVEN'T FOUND	U2	
HARD TO SAY I'M SORRY	CHICAGO	
LOSING MY RELIGION	R.E.M.	
ALL THE MAN I NEED	WHITNEY HOUSTON	
LOVE OF THE COMMON PEOPLE	PAUL YOUNG	
FAITH	GEORGE MICHAEL	
DOWN UNDER	MEN AT WORK	
COMING OUT OF THE DARK	GLORIA ESTEFAN	
NO SON OF MINE	GENESIS	
SWEET DREAMS	EURYTHMICS	

Indicate below any other song you think should be included in this list.

x ....

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252

BEST MUSIC VARIETY

The ZZAP! 64 ZZone!

NINTENODORE?

Me? A gossip merchant? Nah! Although I *have* heard the odd rumour floating around this month — and this rumour is very odd indeed!

Okay, batten down the hatches cuz here it comes… the stupendously ginormous Nintendo company have, it is alleged, begun proceedings which could result in an aggressive takeover of Commodore. Surprised? I was! And when you consider the fact that both the New York Times AND our very own Financial Times have deemed the rumours worthy of column inches, there could well be a good deal of truth behind it (there's no smoke without fire, is there? Unless it's all some kind of stupid prank, of course).

So what, if anything, would this mean to the likes of you and I, the loyal C64 fans of Britain? Well, after much uhm-ing and ah-ing I pulled the chain and came to the conclusion that, on balance, it could only be GOOD news. Naturally, there are cons as well as pros involved — there's the remote possibility that our Japanese friends might decide to discontinue the 64 in order to boost sales of *their own* 8-bit machine, for example.

Realistically, though, if Nintendo *were* to dump the C64 they'd be cutting their noses off to spite their faces (if you know what I mean).

A more pleasing scenario would see Nintendo converting the games already available for their NES machine to run on the 64. But although this would be a doddle to do — both machines share a lot of the same gubbins — this, too, is unlikely. Somehow I just can't see *Super Mario Bros* achieving a ZZAP! review in the near, or even distant, future…

On the other hand, the lads and lasses from the land of the rising yen might finally get the C65 fully developed. They could even bring out hundreds of C64 cartridges featuring games from their back catalogue. Who knows? Whatever the outcome of the rumoured takeover, though, you can be sure of one thing: We'll be here to keep you informed and updated on any developments and repercussions.

Happy Zappin'

Steve

Steve Shields (Editor)

ZZAP! ZOO

Hup one! Hup two! Hup three! This US Sports issue is getting to me! Quarterbacks, pucks and basket balls, checkered trousers and Texan drawls. 'Howdy, partner, like some fries?' — 'Beat it, Mac, I'm sick of you guys!' Yeah, they're an odd bunch our American pals, crazy red-necks and homely gals. So what of the ZZAP! crew, are they fond, of our curious cousins across the pond…?

STEVE SHIELDS Street Cr(ed)

Oh say can you see, by the dawns early light… the smouldering ruins of Los Angeles after a night of rioting! What an enigma the good ol' USA is, eh readers? On the surface they appear to have things well and truly sussed; democratic elections, freedom of speech, two Disneylands and a good standard of living. But close scrutiny reveals a radically different story — the Big Apple is rotten to the core, the political parties are little more than a media joke and mom's apple pie is full of broken glass. Having been there and seen it (twice!), I can guarantee that the place is sorely overrated. Mind you, they *do* have peanut buttter and jam in the same jar, so they can't be all bad!

PHIL KING Dement(ed)

Yanks, they're great, ain't they pardner? I mean, they really helped us — and themselves — in World War II, coming in at the very last minute (for maximum dramatic effect in subsequent war movies!) to save the day. And those GIs were so kind to the folks in here, especially the young lasses. Gum, candy, cigarettes: they gave it to 'em all the time.

What I love about Americans is their sports: the rules are designed to allow for as many commercial breaks as possible. With the next World Cup being staged in the States, some I reckon the Yanks'll want the game divided into four periods plus time-outs. With all the time-wasting that goes on anyway I don't reckon that's needed. Imagine while Jürgen Klinsmann's rolling in agony after tripping over a blade of grass, the TV can fit in plenty of ads!

MARK CASWELL — Reject(ed)

I love the Americans for ten reasons: gridiron football, Jerry Hall, Sharon Stone, baseball, Star Trek, cheerleaders, comic books, Bill and Ted (excellent), Star Wars and James 'Grandfather Of Soul' Brown (in that order). Although they did inflict Little House On The Prairie, The Waltons and Starsky And Hutch on us. But I suppose in retribution we can take the pee out of them for their late arrival in both World Wars. I also think they're God's gift to us mere mortals 'coz of Disney World. What've we got here? Alton Towers is the only place that comes close. Yep, apart from the odd crappy TV show and their silly accents the Americans are great. God bless 'em.

IAN OSBORNE — Hat(ed)

Americans are barmy baskets. From the deep South bible belt where they still burn witches to the New York where the most common cause of death in under-25s is murder, America is just one mass of contradiction. I mean, Ronald Reagan — what a guy! Captain God-bless-America, defender of the free — when Nicaragua ELECT a government he doesn't like he floats mines into a peaceful port, arms up Contra terrorists and masses troops over in Honduras (or so it's alleged — Ed). Things could be worse — in 1974 a left-wing government was ELECTED in Chile. America organised a revolution, got the CIA to murder their president, and replaced him with the loathsome dictator General Pinochet! Aren't you glad President Bush is an ex-CIA director?

MARK KENDRICK Fart(ed)

Actually I've just got back off my hols in the good ol' US of A and have to say that it's the most brilliant place in the galaxy! I can't tell you how much the American culture and way of life makes me feel ashamed to be English! Fancy getting rude service in restaraunts, getting drenched in the rain, working to just about keep your head above water and love the inconvenience generated by everyday life? Then stay in England! So gimme a large deep pan to go with mayo 'cause I've a plane to catch to LAX! See ya forever suckers! (Yeah? Ta-ra then — Ed)

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ABC

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Tape Worm



Whoopee, Zzapers! It's wriggle time again with your favourite parasitic peril, and I've got some great games for you this month! There's *Detective*, a dynamic icon-driven opus that'll keep you scratching your head for weeks! (Hint — buy an anti-dandruff shampoo before playing.) If you get stuck, slap in *πr2*, a groovy collect-em-up with a difference! Can't hack it myself, I keep going round in circles! Geddit? C-I-R-C-L-E-S? Oh, never mind.

So much for the commercial releases, bring on the reader games! It's been a stonking month for amateur coders. First off the block is *Battle Bars*, a souped-up *Pongalike* from Holland. Also on offer is *L.A. Adventure* a spectacular graphic text adventure created on Incentive's *Graphic Adventure Creator*. It's a riot! (Ho bloody ho — Ed)

DETECTIVE

Grandslam Video

The MacFungus case was a spooky one. There were more gruesome goings on in that house than ghosts! It was dreadful.

The anonymous message on my answerphone said 'MacFungus has kicked it…' I'd heard of MacFungus. A bit of an old fruitcake, absolutely loaded though. He lived in a big old house about 15 miles out of town.

'MacFungus has kicked it…' Why the anonymous phone call? Was he murdered? I had that feeling of menace in my bones — you know what I mean? A shiver went down my spine. It was obvious I was going to have to take a trip out there to investigate. From the moment of my arrival things went from bad to worse. The house (house? More like a mansion!) was situated in the heart of the English countryside, out in the middle of nowhere. It loomed on the horizon, forbidding, mysterious, terrifying — like an image from a horror film.

I drove up the long, tree-lined drive. This house had definitely seen better days. The large, iron-framed windows were corroded, and huge rust-stains had formed below the sills like tears. It was indeed a sad house. That feeling of menace came back again. It was an over-powering sense. I wanted to drive away as quickly as possible, but while there was a job to be done I had to overcome my fears.

My imagination was beginning to run away with me. 'How stupid', I thought, 'Come on Snide, pull yourself together!' I had been reading too many detective stories! 'No problem', I thought, 'I'll sort this one out with my usual cunning.' But there was still a doubt in the back of my mind.

I walked up the steps and knocked on the solid oak door, using the huge brass knocker. The echo seemed to resound all over the house. As I waited I thought about the information given to me by old Jack Taylor, the former gardener. 'I don't rate your chances much Inspector — that house is full of secret passages hidden in the walls. The problem is finding them!…' The door was opened by Bentley the butler. I stepped into the hall…







The Investigation Begins

Connect joystick to second port.

Press FIRE to start.

Press fire during game to access icon menu. Use joystick to select, and activate by pressing fire.

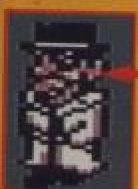
When the background edges flash you can 'investigate' objects (eg. pick up, drop, etc). You can only ask questions when you're facing the person you want to talk to.

Several of the icons only appear in certain circumstances. For example, you only see the 'question' icon when there's another person in the vicinity, and the 'consume' icon only appears when there's something to scoff. The 'inventory' icon lists everything you're carrying. You may call up the 'accuse' icon at any time.

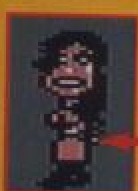
Detective runs in real time, starting at 9.10pm. You have a limited period in which to find whodunnit. You may, however, pause the game at any point — simply call up the 'time/pause' icon and the game will be held until you press FIRE again.

Watch out for the Red Herring — and oh, by the way, the butler did it!

THE CAST


Inspector Snide: Scotland Yard detective played by you.

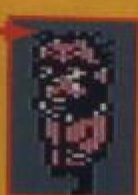

Major Sludgebucket: Retired major, disturbed but harmless.


Cynthia Sludgebucket: Arrogant and self-centred daughter of the major.


Doctor Mortem: Short-sighted family doctor.


Mr Dingle: Family solicitor. Here to read the will.


Reverend Wrinklebottom: Local vicar whose wife disappeared in mysterious circumstances.



Professor Bull: Old friend of the late Mr McFungus. Scatterbrained and completely mad.

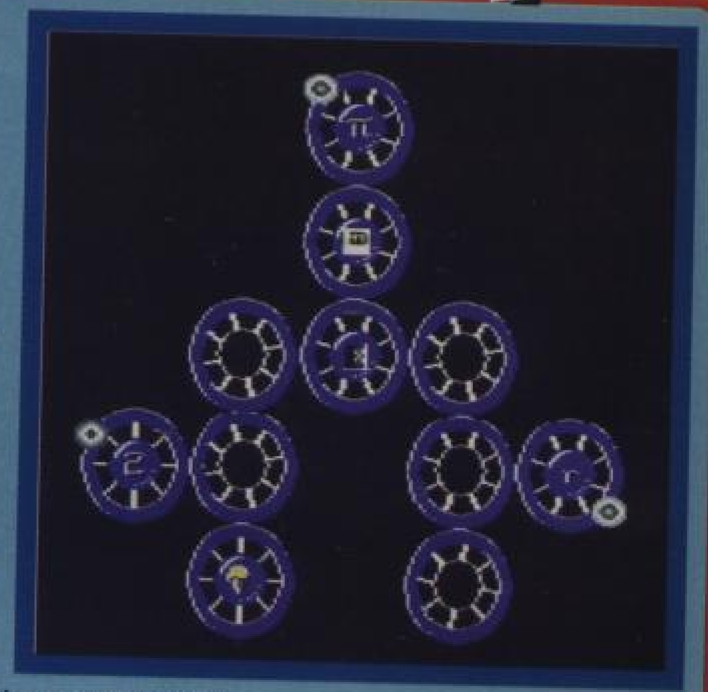

Bentley The Butler: Lifelong servant to the mc Fungus family. Exhibits slightly hostile behaviour.

Hilda Crumble: Family cook. Notorious for her macaroni cheese.


Gabriel Gasbag: The Maid. Obedient and agreeable but not very bright (perhaps Phil should ask her out on a date!).

πr^2

Grandslam Video



Professor Storm is not a happy chappy. His high-powered, super-intelligent mind has gone blank, and he can't remember his scientific formulae — a bit like my old physics teacher! To retrieve them, he must take a trip through his mind (represented as a series of cogs) and collect the fractured formulae in the correct order to advance to the next level. The complete formula is displayed at the bottom of the screen, so pay attention — we might be asking questions later!

Storm can travel in the same direction as the rotation of the cog which speeds him up, or against it but rather more slowly. When standing still he moves at the same speed as the wheel. To collect an item contained in a wheel, Storm must turn a full revolution round its rim. Beware — not all are useful!

This otherwise routine task is hindered by stray, distracting thoughts — some plod around predictably, others jump from wheel to wheel, but the most dangerous are the ones that home in on him! Contact with such a thought will deplete his initially high IQ — if it reaches zero, Storm gets carted off to the funny farm. Some wheels contain abstract thoughts (eg a molecule) which reduce his IQ, and fond memories (eg ice creams) that paralyse him for a while.



Thankfully, there are also power-ups contained in the wheels — a book will raise his flagging IQ, a calculator speeds him up, a hammer lets him swat a stray thought and trash cans allow him to collect the formulae in any order.

An incredibly addictive game, you'll be playing this one for ages. It goes to show just how good C64 games can be when designed with a bit of imagination.

Controls

P — Clockwise
O — Anticlockwise
Space — Change circles

The Goodies

π — A bit of the formula. Well, that's what the game's all about, innit?
Book — A quick read will raise the professor's flagging IQ.
Calculator — Being a bit of a dimwit when it comes to mental arithmetic, using a calculator speeds Storm up considerably.
Hammer — Batter those brainwaves! Use the hammer to get rid of stray thoughts before they get rid of you. (Just like *Donkey Kong*, innit?)
Dustbin — Very useful, this — it allows you to collect the sections of the formula in any order you like! No more messing around, just pick 'em up and slap 'em in!

The Not-So-Goodies

Enemy — Stray thoughts. These are the baddies, so avoid at all costs!
Molecule — Abstract thoughts. Only clots collect these IQ-destroying icons.
Ice cream — Fond memories. Collect this and you'll be paralysed for a while as you stand around daydreaming.



LA ADVENTURE (Part 1)

A cracking reader's game from William Quinn of Corby, Northants. Los Angeles isn't the best place to take a holiday these days. The weather's woeful, the police are demented psychopaths, and to cap it all half the city got trashed in some of the worst rioting ever seen! Luckily the LA in question isn't that toilet of a city in California, but a mythical place inside your C64...

After spending countless nights in front of your dear old Commodore, you've finally finished your latest game, *The LA Adventure*. Feeling very pleased with yourself, you put your feet up and crack open a can of soda (don't you just lurrve these Americanisms?). And that's where the fun begins... your faithful micro is covered in fizz, creating a short circuit that drags you into the heart of the CPU and into *The LA Adventure* — and this time you're playing for your life!

LA Adventure is a fantastic two-part game lovingly put together using Incentive's *Graphic Adventure Creator*. It accepts all the usual commands, such as EXAMINE, SEARCH, JUMP, LISTEN, AARDVARK, GET, DROP, GRAB, LOOK, etc. etc, as well as the usual abbreviations (N, W, SE, etc for directions as well as U for Up and D for Down, I for inventory, L for look). If you need to travel via something not covered by the direction commands (taxi, escalator, etc), try using the verb GO.

PS. Errm...I lied about the aardvark.

Help for the hopeless

(Written backwards)

- Can't even get into the adventure? Then just **ESLUP BARG.**
- Can't get over the tracks? **HSIBBUR ENIMAXE** to find the **EPIP**, then use it to **SKCART PMUJ**.
- Want to cross the busy street? **ELTSIHW WOLB**.
- Mistaken for a thief? You need **YREGRUS CITEMSOC!**





BE A MEGASTAR!

- Hands up all those clever coders and utility users who think they could do better than this month's bargain batch... as many as that? Well don't just sit there whingeing, DO SOMETHING ABOUT IT! Slap a copy of your game into a Jiffy bag, fill in this coupon, and send it in! Remember, if you want your game back, include return postage. Ta!

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Title Of Game ....

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BATTLE BARS

Now here's a wild one! At the dawn of computer games *Pong* was born, a primitive yet addictive bat 'n' ball offering that spawned a thousand variants! (Football Pong, Squash Pong, Tennis Pong, etc — O.K, so it's nowhere near a thousand, but it was quite a few!)

Battle Bars is an updated version of *Squash Pong*. The harsh, white-on-black screen display has been replaced by some knockout graphics, and they've added a dinky tune, but rest assured not one ounce of gameplay has been sacrificed — whack that joystick into port two and take it away!

Controls

Do you really need me to tell you how to play THIS? Toggle through the options using the joystick, and Bob's your Auntie's live-in lover. Although it's two-player only, it does feature an excellent training mode — play against the unbeatable computer critter, you won't win (or even score) but you might improve!


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STUFF!

Who Scarted?

Any of you bods after a telly? One that can get snazzy C64 resolution as well as countless Australian soaps? Well Philips have just the thing — a SCART TV!

With a normal television you have to bung the Commodore signal through a modulator, which converts it into something the telly can recognise — it works, but the sprites get a bit fuzzy round the edges! That's where SCART comes in — feeding the signal directly into the TV's SCART socket, the modulator is bypassed. With less circuitry to fuzz it up, the picture's far clearer — almost as good as a monitor!



Pirate Walks The Plank

Arch-hacker Derek Kennedy, known in international piracy circles as Derek MD (Master Distributor), has been convicted at Ipswich magistrates' court on six charges of breaking the 1980 Copyright and Patents Act, with an amazing 3,165 cases of copying computer disks also taken into consideration. Although a prison sentence was considered, Mr Kennedy was in fact given 180 hours community service and ordered to pay £200 costs.

Calls for his computer equipment to be confiscated were denied as it wasn't 'specially adapted' for piracy. ELSPA's Roger 'Brucie' Bennett argues this is like allowing someone who forges banknotes to keep his printing press! 'The fine should reflect the high value of what he stole,' said Roger, 'and returning his equipment makes a real ass of the law.



'Piracy is destroying the software industry for legitimate users. Hackers and pirates aren't modern-day Robin Hoods pitting their wits against their fellow programmers and bringing cheap software to the masses, they're criminals who raise the prices for honest users. Piracy has already forced several software companies out of the industry, and if it isn't checked home computers will die and be replaced by consoles. Remember, hackers can afford to sell their games cheaper as they have very few overheads.'

With ELSPA and the Federation Against Software Theft now co-ordinating their efforts to stamp out piracy, further convictions will surely follow. Make no mistake, piracy could choke the Commodore market. If you don't want to fork out £35 for a Nintendo cartridge every time you want a new game, DON'T STEAL SOFTWARE!

TV 2 U 2!

The imaginatively-titled *Your TV 2* has been called 'The Book' by some. Looking at the picture, it's not difficult to see why! A funny casing isn't its only feature though — boasting a wealth of features, you can alter the screen angle to suit your height, slap in a pair of earphones if you don't want to annoy the rest of the household, watch Coronation Street on a crystal-clear 14-inch screen, and best of all, it's got full remote control!

At £249.99 it doesn't come cheap, but that's the price of quality!

HE COULD KIXX HIMSELF!

ZZAP! Cock-up No.236 occurred in the last ish. In the Flashback section, Footy Phil said that *Italy 1990* was being released by Kixx with the new title, *World Class Soccer*. He was totally wrong, as the game has been rereleased as *Italy 1990*. Embarrassed Phil claims he was satisfied with his performance at the time (Kixx told him the game had the new title) but now plans to revert to a long-ball style of play.



● This pic was taken from an advance advert for the questionable Kixx game, so footie Phil's gotta be tellin' the truth!



Philips' other feature-packed extravaganza is the *Cube*, a flat-screen television that comes in 15 and 17-inch sizes. Despite its name and appearance, it's definitely not for squares — another SCART jobbie, it's got a snazzy remote-control function with the very latest Fastext Teletext system! At £279.99 and £329.99 respectively it'll take you a long while to save up for one, but hey — Christmas is only 5 months away so get out and rob a bank today!

To find your local stockists give 'em a bell on 081 665 6350.

Leading Questions

There's no point splashing out on a SCART TV unless you've got a SCART lead, and there's nothing worse than trailing round your local electronics stores trying to describe the bloody thing to some dimbo shop assistant who can barely spell his own name let alone know about anything about what he's supposed to be selling! Luckily Meedmore have the answer — just ring 051 521 2202 and ask about lead K2059. At £6.50 a throw, it's the perfect answer to those fuzzy picture blues (if you've got a SCART telly that is!).

Parasol Stars Scuppered!



First there was *Bubble Bobble*, in which Bub and Bob fought the mighty Baron von Blubba, the big bad gut-bucket who turned them into lizards! Then there was *Rainbow Islands* in which the dynamic duo (now human again) chased the aforementioned baddie through six fun-packed levels in one of the best received C64 games ever! Then there was (very nearly) *Parasol Stars*...

Those of you who're turning somersaults in anticipation of Bub and Bob's latest adventure (and let's face it, that's virtually everybody) are in for a big disappointment. The C64 version was being programmed out of house, and just as it reached its final stages disaster struck — some bar steward broke into the programmer's home and pinched all his computer stuff, including the code for *Parasol Stars*! As his was the only copy in existence he'll have to start all over again!

Ocean have yet to decide whether or not to proceed with the project, but if it's released at all it'll be a long time coming. Don't hold your breath waiting, you'll turn a peculiar shade of blue and expire.

ELSPA CHARTS

PENGUIN

COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

FULL-PRICE CHART

1. (2) WWF Wrestlemania (Ocean) **79/90%**
2. (1) Dizzy's Excellent Adventures (CodeMasters) **80/—**
3. (3 The Simpsons (Ocean) **80/85%**
4. (–) Space Crusade (Gremlin **84/93%**
5. (4) Dizzy Collection (CodeMasters) **N/R**
6. (–) The Addams Family (Ocean) **86/57%**
7. (–) European Football Champ (Domark) **87/45%**
8. (–) Cartoon Specials (Hi-Tec) **N/R**
9. (7) Big Box (Beau Jolly) **N/R**
10. (–) Creatures 2 — Torture Trouble (Thalamus) **81/97%**

BUDGET CHART

TM	LM	TITLE
1.	(–)	Arnie (Zeppelin) **85/83%**
2.	(1)	Rainbow Islands (Hit Squad) **81/96%**
3.	(4)	Italia '90 (Tronix) **82/37%**
4.	(7)	Ivan 'Iron Man' Stewart's Super Off Road Racer (Tronix) **85/93%**
5.	(5)	Championship Wrestling (Kixx) **84/42%**
6.	(3)	Championship 3D Snooker (Zeppelin) **82/87%**
7.	(–)	Dizzy Down The Rapids (CodeMasters) **85/82%**
8.	(8)	F16 Combat Pilot (Action 16)**63/76%**
9.	(–)	Graeme Souness Soccer Manager (Zeppelin) **N/R**
10.	(2)	Golden Axe (Tronix) **67/96%**

READERS' CHART

1. (1) Turrican II (Kixx) **85/96%**
2. (–) Rainbow Islands (Hit Squad) **81/96%**
3. (4) MicroProse Soccer (Kixx) **85/97%**
4. (–) Creatures 2 — Torture Trouble (Thalamus) **81/97%**
5. (2) Creatures (Thalamus) **68/96%**

SHEER CHART ATTACK!!!

According to Lash n' Bash, requests for C64 charts in ZZAP! have reached epic proportions. Your wish is our command, as they say in all the worst pantomimes, so here they are — the new, improved, up-to-the-minute listings for both full-price and budget outings!

If your wondering how ZZAP! reviews affect a game's sales, wonder no more — we've covered that angle too! That cute little fraction thingie with a percentage sign next to it is actually a mine of important information! The number before the 'slash' refers to the issue in which the game was reviewed, the percentage after it being its mark. Thus '1/03%' would be a crap game from the dawn of time.

Daffy Du



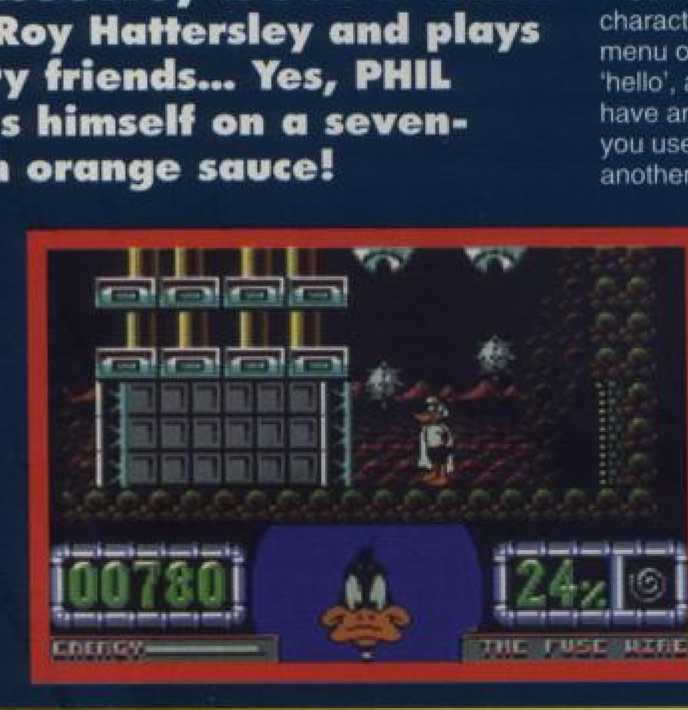
• Hi-Tec, £3.99 cassette, £5.99 disk

He splutters worse than Roy Hattersley and plays havoc with his many furry friends... Yes, PHIL 'QUACKERS' KING gorges himself on a seven-course cartoon feast with orange sauce!

Forget Disney 'magic' — for me, none of their cutey-pie cartoon characters can compare with the likes of Bugs Bunny, Elmer Fudd, P-P-Porky Pig and, of course, Daffy Duck. He may wear a dog collar but he's no saint, always getting into trouble — especially during duck-hunting season!

Hi-Tec's quacking arcade adventure has the cheeky little fella performing tricky tasks on seven colourful cartoon levels. He starts off, fittingly enough, at the film studio. A horizontally scrolling corridor contains plenty of nasties to jump over, or on to temporarily stun them, plus doors leading to various rooms and film sets.

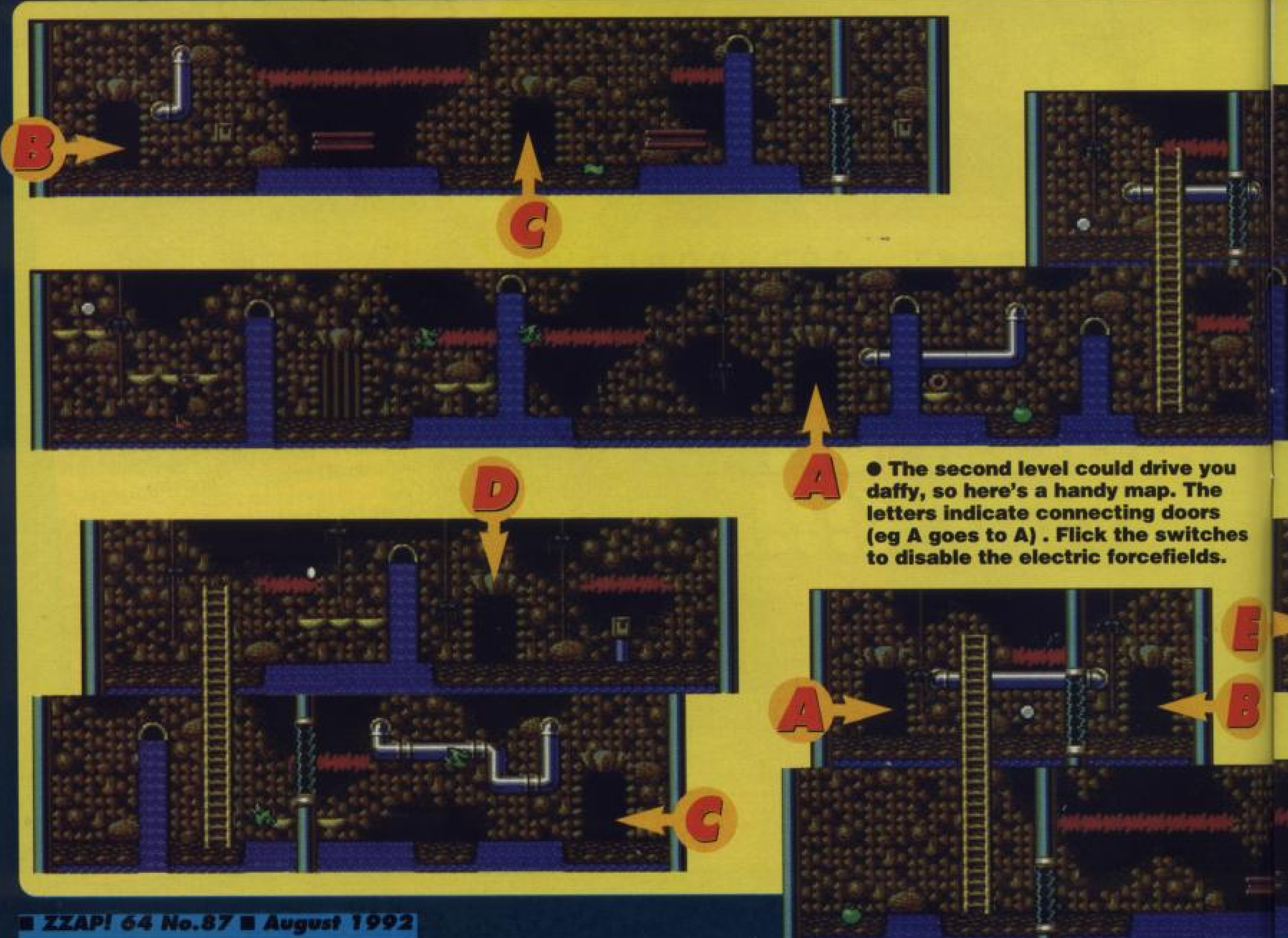
Some of the characters encountered can be talked to: a menu of set phrases enables you to say 'hello', ask what they're doing and if they have any helpful tips. They sometimes give you useful items, but only if you fetch them another object first.



Ducking below ground

Leaving the film studio behind, Daffy ventures in to the real world and its sewers. Yes, the second level takes Daffy underground, past gushing pipes and mutant fish as he searches for an exit key. Several electric forcefields stand in the way, and must be turned off by finding and flicking the right switches.

• Th-th-that's the last level, folks!



• The second level could drive you daffy, so here's a handy map. The letters indicate connecting doors (eg A goes to A) . Flick the switches to disable the electric forcefields.



The exit leads to an equally hostile desert. And who should turn up here but Road Runner (just try having a conversation with him!), Wile E Coyote and Speedy Gonzales, who (for some reason) requires a detonator and rocket parts.

● Ah say, ah say, ah, ah, ah say where're mah eggs, boy? Level four and Daffy has to find Foghorn Leghorn's missing eggs (oo-er).





These are scattered all over the barren, horizontally scrolling landscape with many huge crevasses — crossed by jumping on moving platforms. Like most cartoon characters, though, Daffy can take a lot of punishment: even if he falls down a ravine, all he loses is a bit of energy — which is just as well, 'coz he only has the one life.

Level Four's farmyard might seem a friendlier environment, but our daring duck has to dodge squirrels, birds and falling acorns while looking for eggs to take to that rapscallion rooster, Foghorn Leghorn. Water also causes problems as, despite the fact that he's supposed to be a duck, Daffy can't swim — instead he hitches rides on friendly alligators and frogs.

Daffy faces yet more dangers in The City, before helping a pygmy to bake a cake in The Forest, and finally going out of this world to defeat alien invaders on Mars!

That's not all folks!

It's been a long time coming but *Daffy Duck* has been worth waiting for. You can see the amount of work that's gone into creating Daffy's cartoon world with some superlative backdrops and most of his friends making cameo appearances. Of course, Daffy himself is the star of the show, perfectly drawn and animated to perfection. He even wears different costumes to suit each level, eg a hard-hat with lamp in the sewers.

Equal attention has been shown to gameplay. There's nothing revolutionary, but it's all excellently implemented with each level having a distinctive flavour. With simple controls and easy-to-use speech menus, the game's easy to get into and very compulsive, though I don't think it'll hold that much challenge for experienced players. Nevertheless, there's a big incentive to see new levels and meet favourite cartoon heroes. It's a shame some of the latter are just static figures, but nice to see them there nonetheless.

Whether the game would be so enthralling without the well-known characters is purely hypothetical, but the gameplay's strong enough to appeal even if you find Daffy dethhh-picable!



Phil! 95%

● Er, what's up duck? Daffy begs Bugs for a few tips — select the option then watch the results...





Corky!

● Cue a small black duck grabbing his beak (which is at the back of his head), and twisting it round while lisping 'You're dethhhpicable'. Daffy Duck's my second favourite Warner Bros character (after The Tasmanian Devil, mainly 'coz I sound like him first thing in the morning), and this game's certainly a goodie. The programmers should give themselves a big pat on the back, 'coz in both the graphics and playability stakes *Daffy Duck*'s chuffing brill.

The seven levels are mainly collect-'em-ups, with a small amount of problem solving thrown in for good luck. Nothing particularly tough there, you may say, but *Daffy Duck*'s very playable nonetheless. Daffy's a cute character who blunders his way through each escapade in his usual mindlessly optimistic way, while many of his pals help out with clues and essential objects. Indeed all the sprites, both moving and stationary, are masterpieces of computer art. Go out and buy *Daffy Duck* now, you'll be QUACKERS if you don't (groan, your P45 is on my desk — Ed).

93%

TEST YOUR STRENGTH!



PRESENTATION
Neat intro, long levels make multiload tolerable **87%**

GRAPHICS
Colourful backdrops are superb, Daffy is perfect **94%**

SOUND
Jolly tunes aren't cartoon style but still good **85%**

HOOKABILITY
Jumping around collecting objects is compulsive **93%**

LASTABILITY
You only have one life to explore varied levels **89%**

OVERALL STRIKE! 94%

Competition!

GO QUACKERS WITH HI-TEC!

• Win a gaggle of games!!

The Warner Bros cartoon characters are known (and loved) all over the world. They include Bugs Bunny, Road Runner, Wile E Coyote, Elmer Fudd, Porky Pig, The Tasmanian Devil and, of course, Daffy Duck. And that very nifty link brings us neatly to the purpose of all this rambling — the guys and gals from Hi-Tec have just released a new game starring Daffy Duck. To celebrate this momentous occasion, Hi-Tec are offering one very fortunate ZZAP! reader 30 (yes thirty) brilliant games.

You're dethpicable!

One of you lucky people will soon be in possession of loadsa goodies, your poor old datasette recorder'll be smoking (cough, choke, wheeze). Although there're also ten runner-up prizes of a Hi-Tec game of your choice (as long as it's one of the 30). So what do you have to do to win? Become lunch for The Tasmanian Devil? Hunt wabbits with Elmer Fudd? Or even thwart the little Martian fella's plans to destroy the Earth? Nope, just answer the following three multichoice questions, simple eh?

1. What is Bugs Bunny's catchphrase?
a) What's up Dick?
b) What's up Doc?
c) What's up Duck?

2. Name the park in which Yogi Bear lives
a) Jellystone Park
b) Yellowstone Park
c) Redrock Park

3. Tell us the official name of the 'Merry Melodies' tune
a) Are Friends Electric?
b) By The Rivers Of Babylon
c) Merry-go-round Broke Down

















ZZAP! COMP

THE STAR PRIZE

- Alien World
- Atom Ant
- Augie Doggie
- Black Hornet
- Blazing Thunder
- Cauldron I & II
- Chevy Chase
- Cricket Captain
- Daffy Duck
- Future Bike Simulator
- Guardian II
- Hong Kong Phooey
- Interchange
- Jonny Quest
- Poseidon Planet Eleven
- Potsworth & Co
- Road Runner
- Ruff And Reddy
- Sacred Armour Of Antiriad
- Scooby & Scrappy Doo
- Space Rider Jet Pack
- The Jetsons
- Top Cat
- Tracksuit Manager
- Turbo The Tortoise
- Quick Draw McGraw
- Wacky Races
- Yogi Bear & Friends
- Yogi's Clean Up
- Yogi's Great Escape

• Cut out (or photocopy) this coupon and send it to: *Go Quackers Competition, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW*. But don't forget to fill it in first!
Grab a pen or pencil and circle the correct letter for each question.

1. a) b) c)
2. a) b) c)
3. a) b) c)

My runner up game from the Hi-Tec list is

....

Name..
Address..
....
....
Postcode..

AMERICA

Yankee sport, it's brill ain't it? All those burgers, hot dogs, barbecues in the car park, massively overweight gridiron geezers and cheeky cheerleaders. No wonder PHIL 'THE INDUSTRIAL FREEZER' KING volunteered to go Stateside and check out a Superbowl full of glitzy sport sims...

GRIDIRON

4th & Inches
Accolade

The title refers to the most dramatic of do-or-die situations, and this excellent sim certainly isn't lacking in excitement. The game is viewed from an elevated sideline position. Player sprites are small but nippy, with the screen flicking to follow the fast action.

Plays are selected by pushing a joystick direction or fire on a series of menus: formation, play and runner/receiver. You then get to control your quarterback (pressing fire to do an automatically aimed pass), followed by the ball-carrier. This is where one of the game's strong points comes into play: your team-mates are excellent at blocking opposing tacklers — use them well, and you can go on lengthy runs Barry Sanders would be proud of.



Tactical depth includes the option to fake field goals and punts, do onside and sideline kicks, use of timeouts to stop the clock and player substitutions. Sadly, there's no league option, just two teams, but the computer's tricky to beat — and you can have even more fun against a friend.

OVERALL STRIKE! 87%

TV Sports Football
Cinemaware/Mirrorsoft



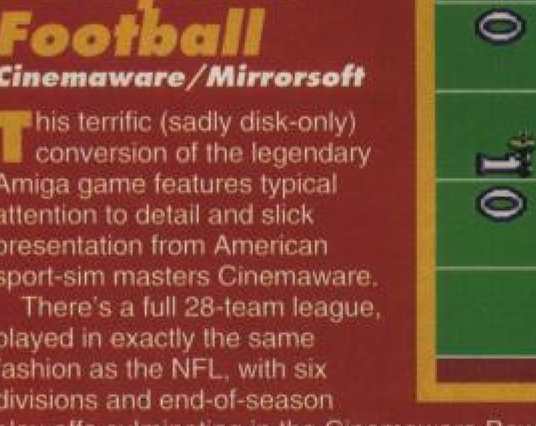
This terrific (sadly disk-only) conversion of the legendary Amiga game features typical attention to detail and slick presentation from American sport-sim masters Cinemaware.

There's a full 28-team league, played in exactly the same fashion as the NFL, with six divisions and end-of-season play-offs culminating in the Cinemaware Bowl. At the start of the season you can even alter each team's player ratings and names, and whether it's computer-controlled — if you've got enough mates you could even have 28 human players competing!

There's also a one/two-player exhibition match and a handy practice option. The latter is very useful for beginners, enabling them to get used to the many offensive formations and plays, and an innovative control system. Running plays are easy: just press fire to hand the ball to a running back, who you then control, trying to beat defenders on the overhead-view, vertically scrolling pitch.

Passing is slightly more complicated: first you pull back on the joystick to get control of your quarterback, then move left/right to aim the pass, holding down fire for the distance. It takes a bit of practice as you have to anticipate your receivers' movements (shown by play diagrams) and throw ahead of them. Once you get to grips with it, though, it's a very effective system.

Although on the sluggish side, the action is tactically accurate and you really need your coach's hat on to beat tough computer defences. With the clear overhead view, impressive 3-D field-goal sequence and neat TV-style presentation, it all adds up to the greatest gridiron game around.



OVERALL STRIKE! 91%

Cyberball
Domark/Hit Squad

In the future, gridiron could be even rougher — too rough, in fact, for humans to play. In *Cyberball* the players are huge robots, which is just as well 'coz the ball is a time bomb! Instead of having several downs to make the yardage, you have until the ball explodes, injuring its carrier — a useful tactic is to deliberately chuck it to the opposition when it's about to blow. Also unlike the present-day sport, there's no kicking game at all — you even get to do a World-League-style goal-line play for the point-after-touchdown.

Three types of offensive plays are available: Pass, Run and Option — each bringing up a sub-menu of moves randomly selected from the program's huge repertoire. In practice these are relatively easy to execute: running's simple enough, while passing requires switching between three static targets and timing the throw. Even though there's only six players per side, it all works well enough.

With just four teams and no league, the solo game lacks long-term interest, but the two-player mode is always worth a throw. Originally only on cartridge, *Cyberball* is now out on budget cassette.

OVERALL STRIKE! 80%

...PIE!

Superbowl Sunday
Nexus

My idea of a super Sunday is having a lie-in till lunchtime, scoffing a whole roast lamb, then having an afternoon nap till teatime! But come the real Superbowl Sunday, I need sustenance on tap to stay up till the small hours watching the spectacular culmination of the NFL season.

Superbowl Sunday's showing its age a bit now, but it's still worthwhile if you enjoy the tactical side of gridiron. This is a pure strategy game (based on an Avalon Hill boardgame) with the action played out automatically after play selection. The latter extends to choosing a formation and runner/receiver on offence; 12 special set-ups on defence (including dime back, blitzing of linebackers and man-to-man coverage on various offensive players). With the crude graphics and lack of arcade action, this tactical depth saves *Super Sunday* from being a duffer. Interest is boosted by the ability to play authentic Superbowl finalists (a total of 40 teams) against each other.

OVERALL STRIKE! 77%

Grave Yardage
Activision

Featuring a 'flying eye' ball and ghoulish players, this isn't your average sport sim. It fact it isn't very sporting at all: you can even change the rules and customise the pitch, burying mines to surprise the opposition!

As well as selecting from a wide range of plays, there's player substitutions and control of the arcade action. The latter is well implemented with some amusing graphics, though not as slick as the superb presentation screens with their brilliant animated sequences.

The literally monstrous variation on the gridiron theme adds a lot of extra fun to a well-designed, playable game.

OVERALL STRIKE! 75%

GFL Championship Football
Activision

If you've been watching this year's World League, you'll have noticed how crap the London Monarchs played. You'll also have seen a brilliant piece of technology known as the helmet-cam: this tiny camera fits inside a player's helmet to show an incredible view of bone-crunching tackles.

GFL features a similar player's-eye view and even some garbled (realistic?!) quarterback speech. Sadly, your part in the 3-D arcade sequences is limited to moving your joystick to follow a sequence of arrows. Consequently you never really feel in control.

On the plus side, there are plenty of plays to try out and 28 teams to choose from. Best fun with two players.

OVERALL STRIKE! 68%

Superbowl
Ocean

Remember the 1986 Superbowl, where the Chicago Bears (including The Fridge) trampled all over the New England Patriots? Well this is the official simulation of that event, and ironically the computer opponent proves about as tough as the Patriots!

Mind you, the graphics ain't up to much either: a crude overhead view with the players represented by dots! However, some glitz is added by brilliant 'scoreboard' replay sequences.

The strategy is sound if a tad shallow and, while the solo game is a complete washout, two-player matches prove an enjoyable tussle.

OVERALL STRIKE! 63%



Touchdown Football
Ariolasoft

This looks awful with monochromatic, splodgy sprites and jerky scrolling. It doesn't play any better either. With only six players per team, the strategy is limited. You can choose a formation and receiver patterns, but the arcade action is very crude. It's hard to advance the ball up the pitch so there isn't much scoring — my first few matches resulted in nil-nil draws!

Lacking authenticity and excitement, this woeful sim gets sacked on the first play.

OVERALL STRIKE! 40%

On-Field Football
Activision/Firebird

This hopelessly outdated sim has only four players per team and a totally inept computer opponent. Plays are chosen from an unwieldy menu system, then you control one player during the resulting action. No strategy is needed as the computer team reacts identically each time, so you can keep repeating the same play. Graphics are just as bad: fat, blocky sprites even worse than those in *Touchdown Football*.

OVERALL STRIKE! 29%

Mind Games American Football
Mind Games/Argus press

The first ever gridiron game looks dead antiquated now. It's a pure strategy game with plays selected (from a handful of choices) by offence and defence, and the result shown on a simple overhead view. Compared to the likes of *Super Sunday* it's more primitive than Corky Caswell!

OVERALL STRIKE! 20%

Headcoach
Addictive

Addictive Games' attempt at doing for gridiron what they did for soccer (*Football Manager*) just doesn't work. It looks very much like an adapted soccer management game. You even have to select players for your offensive/defensive teams for the whole match — no unlimited substitution here! Not that the players have any individual role — the outcome simply depends on the totals of the team's run, line and pass abilities.

And what elaborate plays do you get to select during a match? Yep, just run, pass, line plunge or kick. No tactical sophistication here, folks. And how's this for realism: you only get two downs instead of four! There aren't even any game quarters; just a time bar!

To top it all, an appallingly minimalistic match 'view' illustrates the play with unanimated matchstick figures, only two of which ever move. Utterly, utterly pathetic.

OVERALL STRIKE! 12%

BASEBALL



RBI Baseball 2
Domark

Not only is this a very realistic simulation with all the correct rules, loads of player statistics and 28 authentic teams, it's the most playable baseball game around.

Unlike some other sims, it's not almost impossible to hit the ball. The pitcher–batter confrontation is just about perfect, viewed from behind the large, well-drawn batter. Even with 90mph fastballs, you have enough time to move your batter around the plate, deciding when (and whether) to swing. Time it perfectly and you can hit it out of the ground (to see fireworks and the length of hit).

With an average hit, though, the action switches to an elevated view of the field. Here, the pitching player gets control of the nearest fielder to dive or jump for a catch, or throw the ball to a base. The batter has full control of his runners, advancing any of them to the next base. Don't be too eager though — realism extends to the 'tagging' rule: if the ball is caught, runners must return to their original base.

As with most American sports, baseball involves a fair bit of tactical substitution, and *RBI 2* isn't lacking here. Pitchers can be substituted when they tire out (they take a couple of matches to recover); as can any of the batting side (for a big hitter or fast runner).

The icing on the cake is a fabarooni league option (on disk version only) — an entire season can be played, culminating in the World Series. A special code given after each match means there's no need to save your position to disk.

More realistic than *World Series*, more playable than *Hardball*, this is the baseball sim that hits a home run every time.

OVERALL STRIKE! 93%

Hardball
US Gold

This was one of the earliest C64 baseball sims (over six years ago!) but still ranks among the very best. The huge pitcher and batter sprites are animated to perfection. The scene looks stunningly realistic, and plays that way too.

The pitcher selects the type of pitch (fastball, curve, screwball etc) and aims it. In a split second the batter must decide whether to swing, and if so, where to aim his bat. In fact, this might be just a tad too realistic as it's very difficult to hit the ball cleanly. The result is a realistically low-scoring game. When the ball is hit, the screen switches to an elevated view of the left/right side of the ballpark.

As in *RBI* the players all have individual stats, and can be substituted and the batting order shuffled. Although there's not as much hectic base running as in *RBI*, matches are very realistic and two-player games incredibly tense.

OVERALL STRIKE! 88%

Street Sports Baseball
Epyx/US Gold

This Epyx game has a lot of novelty value with streetwise kids playing ball in a parking lot or on waste ground. The individual players all look distinctive in their hip street gear, and their abilities vary a lot more than in most baseball sims. Some of these guys are hopeless, sometimes dropping easy catches and throwing the ball very slowly. It can get a bit frustrating at times, but for light-hearted fun (especially two-player games) it certainly hits the spot.

OVERALL STRIKE! 76%

World Series Baseball
Imagine

Imagine's early attempt isn't the most accurate of baseball sims, but makes up for this with good playability. There's no detailed player stats (not even names), and the general lack of realism is typified by a strange pitching system. The ball is seen zooming along a horizontally scrolling window and its movements can be dramatically affected at any time by the pitcher!

Despite this, games tend to be free-scoring with lots of hectic base running and fielding. There's plenty of good ol' razzmatazz too with colourful graphics and jolly tunes.

OVERALL STRIKE! 73%

Tony La Russa's Ultimate Baseball
SSI/US Gold

Just as you'd expect from strategy masters SSI, this is packed fatter than my lunch box with statistics and tactical options (Don't exaggerate! — Ed). In fact, you can choose to play a purely managerial game, leaving the computer to control your players. As well as selecting the starting line-up and batting order, pinch hitters and runners can be substituted at any time, plus pitchers who must first warm up in the bullpen (you can even see them doing this on the fielding screen!). Comprehensive fielding options enable the alteration of infield and outfield positions to cover certain tactical situations.

Of course, the pitcher has several types of pitch to select from, and the batter also a choice of normal, power, contact and bunt shots. The aim of the pitch is determined by how long a joystick direction is held, while swinging the bat is accomplished by pressing fire.

As with *Hardball*, hitting the ball takes a lot of practice, so matches tend to be tense, low-scoring affairs. When a good shot is hit, the ball crawls along the fielding screen at a leisurely pace, chased by equally sluggish fielders.

True baseball fans will appreciate the tactical realism, but playability is definitely lacking.

OVERALL STRIKE! 70%

On-Field Baseball
Activision

Without doubt the weakest of the bunch, this features a strange side view of the ballpark with crude monochrome players. It looks bad, and it doesn't play particularly well either. The novel pitching sequence features a split screen view; overhead on the left, 3-D behind-batter on the right. Timing the swing is easier watching the former, but you have to keep an eye on the latter to see if the pitch is unhittable. It's enough to make you go cross-eyed! The fielding isn't any better with the small, single-screen field, and control often switching to a fielder you don't want.

Even player drafting and a four-division league can't make this game a big hitter.

OVERALL STRIKE! 51%

BASKETBA

Two On Two Basketball
Activision

This disk-only sim looks very primitive with tiny players and two flickscreen end-court views. The emphasis is on strategic plays, chosen via joystick direction before the action. But with only two players per side, there isn't much scope for clever moves — and your stupid computer-

controlled team-mate often passes the ball to you when you're closely marked. It's slightly better with a human team-mate

With no mid-court play and exciting counter-attacks, it's just like a few friends practising in the gym. You'd have more excitement dunking a biscuit.

OVERALL STRIKE! 43%

Jordan Vs Bird
Electronic Arts

Michael Jordan and Larry Bird may be the megastars of the NBA, but their computer game wouldn't even make junior league.

There's no proper basketball match, it's just three dull sub-games: one-on-one, 3-point shooting and a slam-dunk contest. The latter's the most interesting of a rotten bunch with the choice of several fancy dunks, including the famous Air Jordan. Not that they take much doing; just careful timing of the fire button.

With minimal gameplay and wobbly graphics, it makes a complete mockery of the two heroes — blimey, Jordan's hair's even turned white!

OVERALL STRIKE! 28%

CALIFORNIA!



California Games
Epyx/US Gold/Kixx

What's this doing in a US sports feature? Well, we know some smart Alecs would only have complained if we didn't cover it, and it is the best of the classic Epyx multi-eventers.

The six events are all very distinctive, requiring vastly different skills. Probably the most famous is the Surfing, with your dude 'hanging ten' in front of an awesome wave. You can enter the tube, curl round for 360° turns, and even leap above the water to do amazing aerial spins. It sure is great fun.

Just as radical is the Half Pipe, with your skateboarder performing handplants and aerials — when you master the accurate timing required.

Equally skilful, but more sedate, is Footbag. Kick, knee and head the little sack to earn points in a sophisticated scoring system, with bonuses awarded for complicated combinations.

Both Roller Skating and BMX involve negotiating obstacle-strewn horizontally scrolling courses, performing stunts in mid air. Possibly the weakest of the events is the Flying Disk, but even that's good fun trying to catch the Frisbee in different ways (jumping, diving etc).

Presentation is superb with loads of options, world records and superb multi-player mode. All the events feature excellent cartoonesque graphics and gorgeous backdrops. But most importantly they're all really well implemented, requiring a combination of skill, tactics and daring. Triumphant!

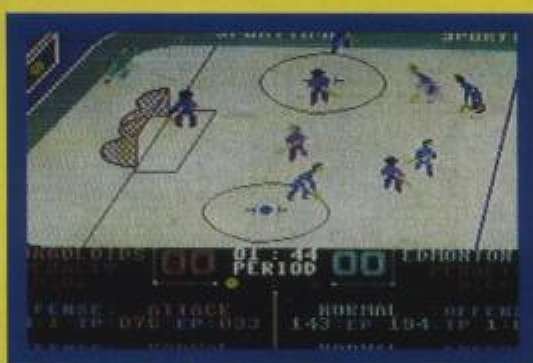
OVERALL STRIKE! 95%

HOCKEY

Superstar Ice Hockey
Databyte

The speed and uniqueness of ice hockey make it a difficult sport to simulate, but disk-only *Superstar* is a fine effort.

At first sight it doesn't look impressive with its small, blocky players and dull rink. It plays okay though, with you controlling a single skater all the time. Your computer team-mates are pretty intelligent, passing the puck



around smoothly. The ability to hack and check opponents adds interest — though you can end up in the sin bin!

Where this sim really scores is the managerial aspect. As in the real sport, there's a lot of substitutions to make, offensive/defensive tactics and player recruitment/trading. A realistic league with play-offs provides a good long-term challenge.

OVERALL STRIKE! 74%

International Basketball
Commodore

The original Commodore classic is still the best in the basket (apart from soggy chips, of course!). The emphasis is on furious end-to-end action on the horizontally scrolling court.

Player control is easy with automatic ball-bouncing when dribbling. Holding down fire determines the length of throw when passing to team-mates. Stealing the ball is accomplished by running up to the ball-carrier, then stepping left/right — but go charging in too fast and a foul is called.

Going for the basket is a bit tricky at first: when you jump up you can spin in the air to aim, but you have to get the length of throw just right to score. Shots can be blocked, and even caught in mid air, by a jumping defender.



Unsurprisingly two-player games are fast and fun, but there's also a nifty computer opponent — very tough to beat on the highest of nine skill levels.

OVERALL STRIKE! 87%

Powerplay Hockey
Electronic Arts

Ice hockey's one of the few sports that the old superpowers, USA and USSR, were both good at. *Powerplay* simulates the titanic struggles between the two ideologically opposed sides.

Once again, you only control a single skater with computer team-mates. However, awkward passing and shooting controls are hard to get used to, and your team-mates aren't much help.

Management is limited to switching between three teams of players. And of course, with only two sides, there's no league option. Not so cool.

OVERALL STRIKE! 50%





Want previews? You got 'em! IAN OSBORNE 'manages' to 'wrestle' his way through this month's offerings, 'driving' the rest of the crew crackers in the process!

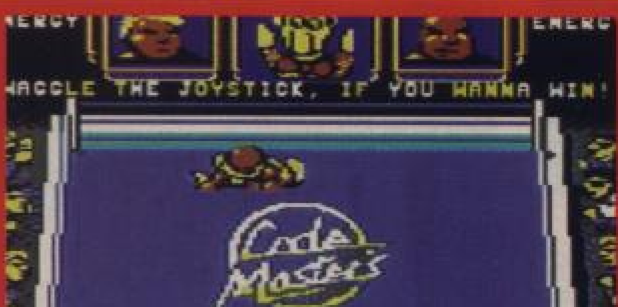
Peep Show!

Wrestling Superstars

CodeMasters

Ugh...Aah...Urrgh...Grrr...Agg...Kersplash! That's better — I really needed that! Now I've got it over with I'll wipe, walk and whistle — erm, WRESTLE, most definitely in that order!

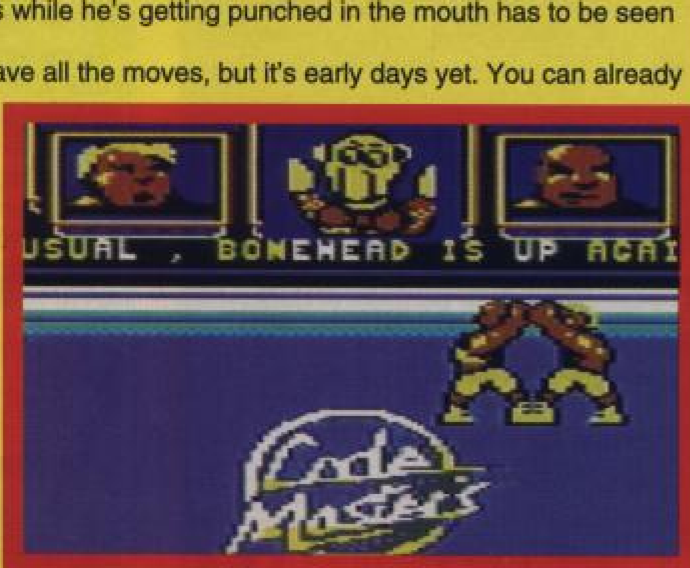
Beat-'em-ups and CodeMasters haven't got too good a relationship. Their one and only release to date is the appalling *Guardian Angel*, a game so tame it should've been called *Tooth Fairy*.



But now all that could change — in a blatant attempt to cash-in on American wrestling without buying a licence, the Codies are hard at work on *Wrestling Superstars*, a colourful grapple-'em-up featuring all your favourite fictional wrestlers!

As you can see from the screenshots, the graphics look pretty damn smart! They animate well, too — wrestling with a sense of humour, something previous grapple games sadly lacked. The way the character's face display twists and contorts while he's getting punched in the mouth has to be seen to be believed!

The version we saw didn't have all the moves, but it's early days yet. You can already punch, kick, pin a stunned opponent, jump up and down on him, lift him up and throw him, climb the ropes and dropkick him, etc. To out-grapple your enemy or flip him into the air when he's pinned you down, you need to waggle (quelle surprise).



Wrestling Superstars won't be available for a while yet, so there's plenty of time to practise — just keep throwing your Action Man around your bedroom and jump on it a few times.

Hagar t… Horri…



Kingsoft/DMI

He may look like a cross between Grizzly Adams and the Pilsbury Dough Boy (a bit like Jim Morrison c.1970), but Hagar The Horrible is still one

Jimmy's

Beyond Belief

Because there's been so many footy management sims on the market lately and they're all so blimmin' alike, we're rappin' this preview in a vain attempt to raise the interest rate.

Well hi there people, you know me,
I'm the arch-supremo they call Jim-ee
I make management games that're really great,
I'm king of the genre you love to hate.

Buy my newie, it'll save you grief,
Its sheer playability's Beyond Belief!
Jimmy's Super League is its name,
It'll bring me a fortune, it'll bring me fame!

It's icon driven, so whadyaknow?
Menu-driven rubbish can get up and go,
To the deepest level of the darkest pit,
Never to emerge 'coz they're all so (Bleeep! — Ed.)

You pick the team, you control the cash,
(If you're Cap'n Bob you'll pinch a stash!)
Buy him, sell him, it's a funny old game,
Very derivative but never tame!

Jimmy's Grand Prix

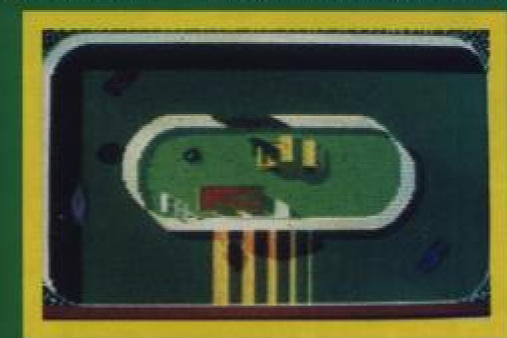
Beyond Belief

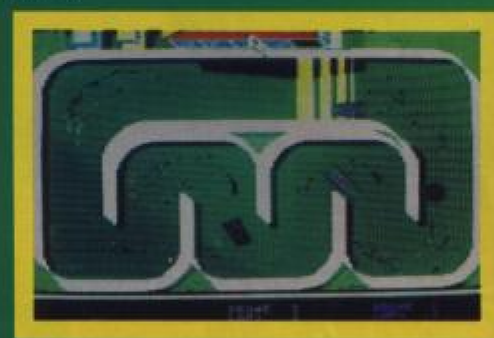
The ZZAP! crew aren't cut out to be Grand Prix racing heroes. Corky and Phil are so fat they won't fit in the car, Ian can't find a crash helmet to fit over his big head, and Steve only has access to a Skoda! Not exactly a winning combination, but it could be worse…

Even so all this could soon change — Beyond Belief are busy beavering, bravely banging out the biggest, bestest, most brillo racer ever! (Bog off — Ed.) A supercharged *Super Sprint* clone, would-be Nigel Mansells will have eight tracks of varying complexity to contend with, each of which is played on a single screen. As you can see from the screens, the graphics are ace: crisp, crystal-clear sprites on an exciting yet functional background.

Beat the opposition to get wads of cash to upgrade your car. You need to refuel too — come last too often and you'll find yourself running out mid-race! (Sigh — Sterling Moss never had this trouble!) Win five races in a row and you can hold a press conference and tell everyone what a genius you are! (Actually that's a lie, but who cares?)

Jimmy's Grand Prix is coming to a motorway service station near you, soon! In the meantime grow a moustache and move to the Isle of Man — it won't improve your driving, but it'll do wonders for your image! (Actually, that's a lie too!)







of Britain's best-loved comic strip stars. Featured in The Sun, News Of The World, several proper newspapers and over 30 paperback books, he currently enjoys a readership of around 20 million a day! (I wonder who 'estimated' that? I bet it was his mother).

Being a tough Viking warrior with a liking for slaughter and a foul temper to boot didn't stop Hagar marrying a spoilt battleaxe. His temperamental other half is so greedy she sends him on a world pillage tour, sailing the seven seas searching for gold, jewels, booze and women (on the quiet, of course!), raising hell as he goes (sounds like a Club 18–30 trip to me). Each of the game's eight levels is a different land, with goodies to grab, baddies to bash, platforms to pound and, erm… I've run out of alliteration, but there's lots to do — OK?

Unfortunately the other cutesy characters we all know and love aren't featured. You won't see Lucky Eddie, no slobbering over his gorgeous daughter, and no sign of that flea-bitten mutt Snert! On the plus side, there's no commercials for gassy, tasteless lagers either so it's not all doom and gloom, and if gameplay reaches the same dizzy heights as the graphics and animation it could be a real winner — the way Hagar's helmet bounces up and down when he jumps is a neat touch indeed.

Hagar The Horrible hits the shelves towards the end of July, priced £11.99 on cassette and £15.99 disk.







Super League

Win the cup, take home the prize,
Meet the press but check your flies,
Top of the league, you're even bolder,
(If you're playing Robson, watch his shoulder!)

Now there ain't no violence in Jimmy land,
There ain't no crowd to get out of hand,
No supporters, not a single fan,
But at least you can ignore the alcohol ban!

Now the manager's bench is second to none,
A C64 and a chair for your bum!
Well don't look at me,
I'm not to blame,
Don't forget you're playing a computer game!

It's a game of two halves or so it's said,
"Over 'ere son, on me 'ead!"
When it comes to clichés I have no equal,
(Well whadya expect? It's a bloody sequel!)

Well I've said enough, so it's over and out
From MC Jimmy, the poetry tout.
So buy my game, but if you think it's crap,
I'll make you sing the *Jimmy* rap!!!

Jimmy's Super League kicks off at a software emporium near you towards the end of July.

(Ian, it's time that you retired,
Here's your P45 — your contract's expired!
— Ed.)



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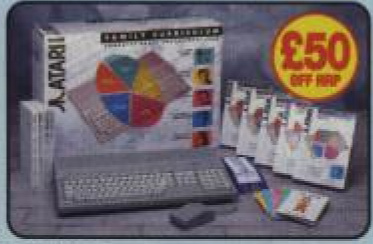


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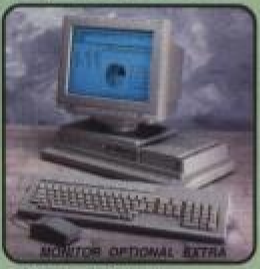
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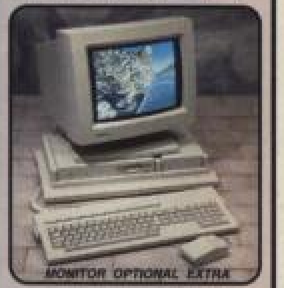
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it's Corky!

Party hearty amigos, next up is the best part of the magazine, no guff. Corky's back to bring you loadsa tips, screenshot maps, hints and general stuff (I'm not worthy, I'm not worthy). How's the last month been for you? Mine was really crap — the other day I literally bumped onto an old flame (schwing! A definite ten on the strokeability scale) from school. But I also received threats promising to rearrange my face with the blunt end of a crowbar from her recent ex.
Suffice to say I like my features in their correct place, so I've been forced to back off (I think I'm gonna blow chunks). But I've paid Bash a large amount of cash to visit the guy, let's see how you like the blunt end of an axe in YOUR face, ya dweeb. But enough of my problems, I'm sure you don't want to hear me moaning on about my failed love life (correct! — Ed). So let the tips commence...

HELLISH HACKS!

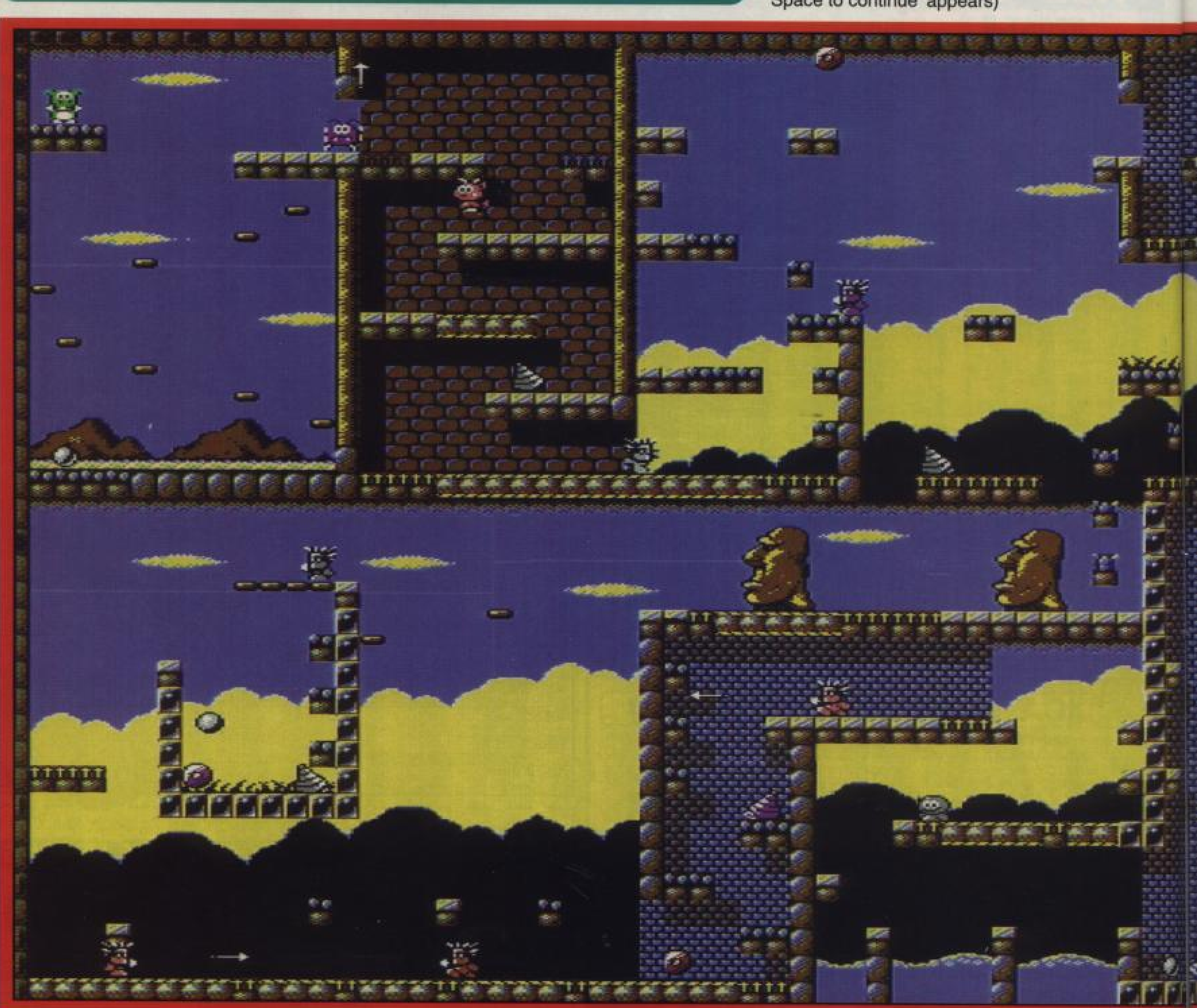
Someone calling themselves 'Hellraiser' has sent in some tips and POKES for several games...

ARNIE (Zeppelin Games)

POKE 2048, 32 POKE 2049, 153: POKE 2050, 56: POKE 13270, 44 SYS 2048 to restart the game with infinite lives

THE BOD SQUAD (Hi-Tec)

Reset on the title screen (when 'Press Space to continue' appears)



POKE 28841,44 (Infinite Time)
POKE 20530,44 (Infinite Lives)
SYS 36864 to restart the game

TURBO TORTOISE (Hi-Tec)

Reset on the title screen
POKE 44165,44 (Infinite Lives)
POKE 40872,44: POKE 40910,44 (Infinite Energy)
POKE 39129,44 (Infinite Bullets)
SYS 35895 restarts game

MONTY ON THE RUN

Kixx

Thanks go to Trevor Fitch from Shrewsbury for this *Monty On The Run* tip. I hope you dig it!

Load the game as normal and get a high score, now die and don't press RESTORE. When the scoreboard appears type in (with spaces) 'I want to cheat', the border should then go grey after pressing RETURN. You can still die if a lift crushes you, but otherwise you should be okay.

THE JETSONS

Hi-Tec

'Meet George Jetson, da-de-da-da, da-de-da-da and Astro the dog!' Sorry, that's all I know of the signature tune for The Jetsons. Mark Hibbert from Oldham has sent in a grovelly letter asking me to reprint the first part of *The Jetsons* solution. Hmm... okay, I'll help you out this once, but don't expect this sort of favour too often (the tenner in the envelope helped in this case).

- If you manage to fall down any of the annoying holes dotted around Level One then don't panic. You always fall into the same room at the bottom of the level. Just make your way back to where you were — carefully.
- Collecting the money you see dotted about is a good idea. You'll need it to pay the speeding fines on the next level.
- The best way to tackle the conveyor belts is to remember that by pressing the opposite direction you can make George stay in one place.
- Stay well away from the backgrounds to each screen. You may get a nasty surprise if you venture too close, like a spinning wheel taking you for a ride with it.

Level 1 Solution

Down, down, down, up, switch all four switches, get remote, down, in through door, up, right, in through door, in through door, switch middle switch, left, switch right switch, right, down, right, down, down, right, down, in through door, left, in through door, left, switch middle switch, swap remote for spanner, down, stand on conveyor belt, right, down, left, left, turn right-hand sprocket then second to left sprocket, in through door, in through door, mend lift, down, down, right, right, right, in through door, in through door, down, in through door, switch switch and collect case, up, down, down, left, left, left, turn right and second to left sprocket, in through door, in through door, down, down, down, right, right, right, now jump into the jet car and zoom off to Level Two.



By now you'll be aware that the £40 software coupon is no more. In its place we're able to offer, thanks to the folks at Datel, a brand spanking new Action Replay Mk VI cartridge for the best printed tips. The MK VI is a games players dream come true, as it features a turbo loader, infinite lives generator, sprite control, freeze facility, disk copier and even tape turbo (I'm surprised there's no kitchen sink). So send in those tips and maps, you could be in with a chance to win one of these utterly brilliant peripherals.

DJ PUFF

CodeMasters

Yet another crackin' arcade adventure from the Codies, featuring one of the grooviest heroes ever. Even Fatty Phil got down and grooved along to this one and put together a map of the first level. Collect all five discs and the route to the exit will be unblocked, but watch out for all those arrow-chucking nasties along the way.



THE SIMPSONS

Ocean

Here are some more *Simpsons* tips to go with the ones printed in Issue 85, thanks go to Lee Robson from Northumberland.

- Buy the key from the Hardware Store, and take it to the house (near the purple toys in the garden). Now go to the front door and use said key, you'll be warped straight to the Retirement Home.
- Buy the whistle from Toys 'N' Stuff and take it to the last window of the retirement home. Blow the whistle and an old man should appear, he'll then sling loadsa cash around.
- To paint the canopy above Candy Most Dandy, touch the ball lying on the pavement. It should now roll forward, so

jump on it when it rolls underneath the paint can. Otherwise just jump onto the window and knock the can over yourself.

- When the timer is around 400 go to the cinema, and from here a boy scout will appear. Just spray him before he wanders off.
- When you see the sign saying 'Keep Off', do the opposite and jump on the grass. The park keeper should appear from the side of the screen. Spray him before he wanders off.

WWF WRESTLEMANIA

Ocean

This is a listing for infinite energy, credits and time. Your opponents won't stand a chance, thanks to Adam Jeary of Bristol.

```
0 REM WWF CHEAT BY ADAM JEARY
1 FOR X=572 TO 585: READ Y: C=C+Y: POKE X, Y: NEXT
2 IF C≤ ≥7044 THEN PRINT "DATA ERROR": END
3 INPUT "INFINITE ENERGY Y/N"; A$: IF A$="Y" THEN POKE
571, 141
4 INPUT "INFINITE CREDITS Y/N"; B$: IF B$="Y" THEN POKE
576, 141
5 INPUT "INFINITE TIME Y/N"; C$: IF C$="Y" THEN POKE
581, 141
6 POKE 157, 128: SYS 527
10 DATA 032, 086, 245, 169, 032, 141, 084, 003
11 DATA 169, 002, 141, 086, 003, 096, 072, 077
12 DATA 080, 173, 032, 208, 072, 169, 032, 141
13 DATA 203, 005, 169, 053, 141, 204, 005, 169
14 DATA 002, 141, 205, 005, 104, 096, 173, 032
15 DATA 208, 072, 169, 248, 173, 117, 146, 169
16 DATA 173, 173, 048, 176, 169, 234, 173, 120
17 DATA 224, 104, 096, 000, 000, 000, 000, 000
```

CART Winner!

MYTH

Kixx

This is one excellent game. Now Kixx have rereleased *Myth*, I thought it was time to dig out the old tips first printed in Issue 60.

Level 1 — Greek Legends

Kill the harpies to get some fireballs and keep them for later. Alternatively, use them to kill the skeletons and collect fireballs for later. Eventually a skeleton will give you a sword, use it to cut down the hanging skeleton up on the top right and follow it down to the edge of the ledge below. Kill a skeleton near the edge so that it falls into the fires of Hell, now the Devil himself should appear (*phrrrt!!*). Run back to the left and jump up onto the ledge above and wait for Old Nick. Chances are he'll appear on the ledge below and rise into your line of fire, but only when he has fired off a Trident first. When he does, hit 'im with a couple of fireballs.

When he's dead, grab the Trident and store it. Run back past where the skeleton was hanging, leap over and onto the ledge next to the Chimera. Now just stand there and throw the Trident at him. Go through the cave dodging the skeletons, then run through and out into the open. You're now in the ruins of Ancient Greece. The warriors aren't too hard to kill, but the Nymph is tricky. Watch her beckoning hand and move forward until she signals you to stop (fingers crossed she'll give you extra energy). If she doesn't, fireball her or slash her with yer sword (get too close and she turns into a snake).

Once past the Nymph go up to the Warrior Statue and use the sword on the rear heel. The statue will collapse and a shield is now yours for the taking. Select the shield and the warriors will kneel down, allowing you through to Medusa's lair. For this screen you need the shield at the ready and a good dose of energy for the Hydra afterwards. Leap the gaps and use the shield to deflect Medusa's stony gaze.

Select the sword, BUT DON'T ACTIVATE IT YET. Wait for Medusa to stop, then jump the gap with the shield ready. Swap to the sword in mid leap, and cleave her foul head from her even fouler body. Pick up the head and leap across towards the Hydra. Take out the top two Hydra heads using Medusa's bonce, and fall down onto the ledge next to the last head. Stand on the far left of the ledge and

MICROPROSE SOCCER

Kixx

I'm getting sick and tired of this (expletive deleted) game! Steve and Phil are really getting on my pecs playing it morning, noon and night. What the hell, here are some tips for it anyway.

- Here are 14 goal-scoring chances, 10 of which can be reversed. Fanfare please as we reveal the tricks of the goal-scoring trade.

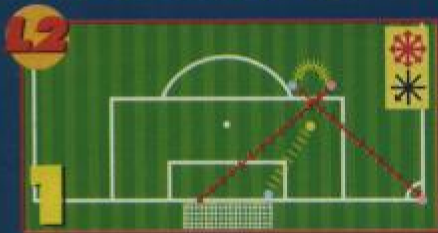
1. Take the corner and when your man gets the ball, quickly turn around and kick the ball diagonally so the goalie misses it. GOAL!

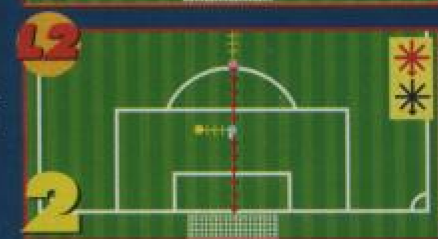
2. Only do this against the worst teams: just shoot it straight forward. GOAL!

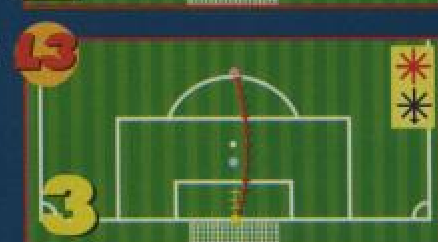
3. Stop in the middle of the arc and keep fire held down to chip the ball past the goalkeeper. GOAL!

4. When the goalie sometimes runs to the edge of the box after you run him off the screen, turn back and shoot diagonally past him. GOAL!

5. When your team has a throw-in, lob the ball diagonally then, with your other man, run under the ball and volley the shot into the back of the net. GOAL!











keep firing. The Hydra will eventually go up in smoke, and you've conquered Ancient Greece.

Level 2 — Norse Legends

The flash of lightning is your only visual aid here as darkness descends on the Norse Ship. Kill the Vikings as quickly as possible as Thor launches a lightning bolt at any slowcoaches. When all the Vikings are dead, the bird on the bow of the ship flies along. Kill it when it flies down and pick up the ring it drops to teleport to the next level. Now you're in the forest and the main problem is the mass of Golems stomping towards you. Kill them with the dagger, which is obtained by brown-breading the small spiky creature.

The daggers are great for killing Golems, but they seem to run out too quickly. Run along past the hole in the forest where the blacksmith lies in wait. He'll pinch your sword and rework it into a magic sword for later on. While he's doing this you'll need to keep out of the way of the Golems, so use daggers to keep them at bay. Collect the sword when it appears, and run along to the clearing where the woman is being burned at the stake. Pick up the firebrand and use it on the Fire Sprites, but keep away from the edges or they'll pick you up and drain yer energy. But kill 'em all and the woman'll reward you with extra energy.

Run along to the right, killing the Golems until you arrive at the Dragon. Wait until its head is raised, and then run up to it and hack at its neck until a chunk flies out of it. Now run back and use a dagger to wedge in its neck (you did keep some, didn't you?), you can then run past to the next screen. Now things get tricky as you leap from platform to platform, ever nearer Valhalla. Jump from the very edge of small gaps to get onto the next platform. If a Thor lookalike appears near you, jump up or down onto a ledge to avoid his lightning, either that or kill him. Kill the fire-breathing baby dragons before they spit, and collect the daggers and energy they leave behind.

When you get to the first of the two castle entrances, jump up onto the ledge above it and hack away a few times at the eye. Once done, jump down and kill the axe-throwing Viking who appears from the castle. Now go up, jumping on the platforms up to the left and then up to the right to the second castle entrance. Kill the Viking here and you're through to Thor's Domain. To win Thor over just keep moving to avoid his bolts and the dragons on the floor. Leap up unto the left pedestal, leap to the right one and then to the third pedestal and finally onto Thor's throne. Hack at him a few times and Thor is on your side. Well done — the next load awaits.

Level 3 — Egyptian Legends

This is a very tricky level, with no mercy shown inside the pyramid. Use the sword to dispose of the snake, and run to the side of the pyramid, jumping up onto the near-invisible platforms. Go through the bottom door and work your way through past the axe, spike, the two pressure-pad-activated traps and the two spikes, then pick up the blue eye. Run past the spikes before they go into the ground and you should get past. Any sooner or later and you're dead. Go back and up to the top door, now work your way past the spike (carefully), axe, spike, axe, spike, axe, pressure-plate-activated spike, barrel, spike AND axe, barrel and snake to reach the trapdoor.

Go through to the second corridor and go right (if you go left you'll get the point). Avoid the axe, the three spikes, the barrel, the downward-pressure-plate-activated axe, the two spikes, another pressure-plate-activated spike and the two final spikes. You're finally through to the inner sanctum, now things get really tough! There's a very hard way and a very easy way to do this level. The hard way is to leave the blue eye back in the first corridor. Kill the two Egyptians and pick up the cross, use the cross and go to the flashing cross on the wall.

This builds up yer energy, now go right into the first upper room. Kill the Egyptian holding the rod and pick up he head-dress. Smash the large jar and pick up the first Canopic jar. Drop down into the bottom chamber and go left through the mummies, killing them with the head-dress. Go to the end of the corridor and smash the two large jars and pick up the second and third Canopic jars. Go right through the first set of mummies and over the spikes, then through the second set of mummies, smash the large jar and pick up the fourth Canopic jar. Go back to the left through the

6. Just position yourself over the ball, press fire and run at the goal.







7. Run at the goal off-centre and at the edge of the box curl a medium banana shot past the goalie GOAL!.

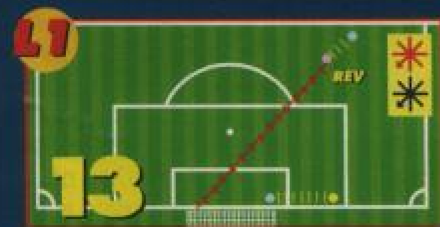
8. Hit the post, then run in with another man to collect the rebound. JAMMY GOAL OR WHAT?!

9. At about halfway between centre spot and the box, shoot diagonally as there'll be another bloke ready to go for it. GOAL!

10. Cor, this is difficult. Run along the edge of the box and curl a high-banana-power shot around the goalie MEGA GOAL!!!

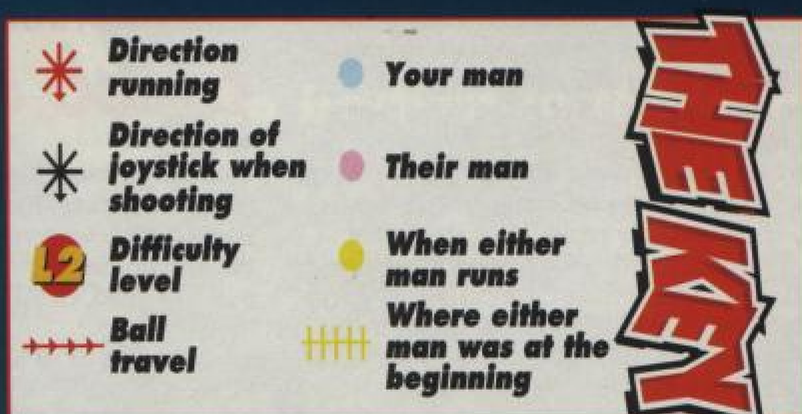
11. The same as Number 10, but come in diagonally at the goal. GOAL!

12. Curl the shot slowly so it just misses the goal, the other side will tap it in. THICKO GOAL!



13. A straightforward diagonal, run and smash it in the back of the net. Brazilian style. GOAL!

14. When it's raining, stop just in front of the halfway line, wait for someone to tackle you from behind and the ball should just skid past the goalkeeper. GOOOOOAL!













ARNIE

Zeppelin Games

And the last POKEs lead on nicely to an *Arnie* solution sent in by Paul Whitaker from York. Great Map, Paul, please accept this fab Datal reset cart for your efforts…

Dakka, Dakka, Whee, Boom Tips

Brown Enemy — Just shoot or avoid them.
Mortars — Avoid the shells and destroy them.
Tanks — Avoid the shells and shoot them from the side.
Armoured Vehicles — Watch out for bullets, shoot from any angle.
Troop Carriers — They don't fire much, blast them as soon as they appear.
Helicopters — Avoid their deadly homing missiles.
Bunkers — Watch out for the flow of men.
Missile Launchers — Destroy when above ground.
Gun Emplacements — Stand at an angle where the gun can't shoot you, and blast away.
Aeroplanes — Don't shoot, just avoid ground fire.
Mines — Simply walk around them.
Purple Bazooka Men — Shoot them as they reload, they can't turn around.
Pink Weapon Suppliers — These are dangerous, shoot them as fast as possible.
Walls/Rocks — Use them as a shield as you take pot shots at the enemy.

- When you encounter traffic on the roads, dodge it.
- Use extra weapon ammo sparingly, enabling you to upgrade.
- Don't run into soldiers as they'll kill you!
- At the start build up your score, this'll give you an extra life.
- Destroyed items reappear if you return to that screen.
- To kill the evil dictator shoot his blue bodyguards, then when he appears stand at the X (on the map) and shoot him while dodging his fire. When he's dead, congratulations you've saved the world.



mummies, over the spikes and up and out the way you entered.

Go right until you see the cross on the wall and use the cross. Put on the head-dress, then run up to the cross and fire at the Sphinx. Pick up the grey object and jump onto the high ledge, up to the second upper room and out through the door. Now the easy way (with the blue eye), kill the two Egyptians and pick up the cross and use it to replenish your energy. Go right to the second cross symbol on the wall, killing all Egyptians on the way. Use the cross, put the blue eye in the centre ready to use. Run up to the flashing cross, use the blue eye and press fire. Now a large beam kills the Sphinx and your energy builds up.

Pick up the grey object, jump up into the second upper room and go out of the door. (No need to pick up the Canopic jars as you're given them). Put the jars on the ledges in the following order:
Bottom-left = red
Top-left = silver
Top-right = blue
Bottom-right = gold

Go right, and when the last door on the coffin's shut, you can enter the right-hand side of the room. Run up to the face mask and wait a moment. It will fire a beam of light at the coffin. You'll spin in a ball of flame, then you can fly. Shoot the face mask in the eye several times to destroy it, but take care to dodge the small and large fireballs.

Level 4 — The Final Conflict

Now this is the last battle, but you have no continue-plays for this fight. Things are getting *VERY* nasty now. All you have to do is to shoot anything that moves and pick up any jewels for energy. At the end there are two large men, shoot the left-hand one as you dodge the fireballs. Fingers crossed you should bump him off, but even now it's not over as Dameron appears with all his godly might to hand. To kill Dameron use the special weapon given to you. Shoot the skulls on his head, then shoot his eyes several times to blow him away (hooray). You've saved the Earth, its history and its Myths.

TURBO CHARGE

System 3

This Adam Jeary listing will endow you with infinite time, fuel and damage, but doesn't start working until after you get to the first border.

```
0 REM TURBOCHARGE CHEAT BY ADAM JEARY
1 FOR X=543 TO 614: READ Y: C=C+Y: POKE X, Y: NEXT
2 FOR X=336 TO 375: READ Y: C=C+Y: POKE X, Y: NEXT
3 IF C<>12856 THEN PRINT "DATA ERROR": END
4 INPUT "INFINITE TIME Y/N"; A$: IF A$="N" THEN POKE 345, 1
5 INPUT "INFINITE FUEL Y/N"; B$: IF B$="N" THEN POKE 350, 206
6 INPUT "INFINITE DAMAGE Y/N"; C$: C$="N" THEN POKE 358, 165
7 POKE 157, 128: SYS 543
10 DATA 032, 044, 247, 056, 169, 021, 141, 177
11 DATA 003, 169, 055, 141, 178, 003, 169, 106
12 DATA 141, 179, 003, 032, 108, 245, 169, 076
13 DATA 141, 196, 224, 169, 072, 141, 197, 224
14 DATA 169, 002, 141, 198, 224, 032, 191, 003
15 DATA 096, 169, 032, 141, 044, 009, 169, 160
16 DATA 141, 045, 009, 169, 007, 141, 146, 009
17 DATA 162, 000, 189, 080, 001, 157, 160, 007
18 DATA 232, 224, 040, 208, 245, 108, 022, 000
19 DATA 072, 173, 112, 107, 201, 001, 208, 018
20 DATA 169, 000, 141, 112, 107, 169, 173, 141
21 DATA 123, 113, 141, 242, 113, 169, 096, 141
22 DATA 055, 116, 206, 032, 208, 104, 173, 013
23 DATA 220, 096, 087, 065, 090, 032, 057, 050
```

That's it for another month, thank gawd there were more tips in the post this time round. I only had to retype a couple of old bits and bobs from yesteryear, it's nice to see that you still love me (but not if you're male, I'm not that sort of boy). Right, that's it for this month, so keep the tips flowing and I'll see you in thirty. Send your hard work to IT'S CORKY, ZZAP!, Case Mills, Ludlow, Shropshire SY8 IJW. And don't forget — every month the top tipster wins a most excellent Datal Action Replay cartridge (Mk IV).

HOW TO B
MEGASTA

Had your latest entry for the ZZAP! Megatape rejected? Feel like throwing yourself off a tall building in despair? Don't do it — find out where you went wrong with IAN 'KNOW-IT-ALL' OSBORNE.

Every morning's the same here at ZZAP! Towers. The postman brings the mail in a huge, back-breaking sack packed with well-wild game tips, snazzy letters, crazy compo entries and requests for offers that finished years ago (don't laugh — we do get them!).

If we're really lucky we might get a reader's game submitted for the Megatape — or should that read 'unlucky'? As you've probably guessed, only rarely do reader games come up to Megatape standard, so to aid your careful coding we're doing a round-up on games that didn't quite make the grade — so pay attention… I might be asking questions!

Unsurprisingly most reader games are written on utilities such as the *Shoot-'Em-Up Construction Kit.* We're happy to assess utility games but remember, *SEUCK* sold by the sackload and if you can write a blaster on it, so can everyone else — to make your game stand out from the crowd you must do something original!

Original sin

Most *SEUCK* games are vertical scrollers, but don't forget it can also do flickscreen or push scrolling. Even if you go for a straightforward auto-scroll, it needn't be limited to forward firing. Asif A Bhagwandin's ***The Absolute Beginning*** featured eight-way firing that put *Forgotten Worlds* to shame, and the result was one of the best *SEUCK* games we've ever seen! If we had more room on the Megatape he'd have probably found fame and fortune as a ZZAP! Megastar, but as it stands his game's just a little too samey for publication. Great stuff though!



● Cyber Squidgies — Creatures revisited? Nice game, shame about the sprites...



● Up, up and... along? For all it's originality, Fly Pig doesn't really work as a game. (Wot about as a bacon sarnie — Phil)

One of the most original *SEUCK* games I've seen was Shaun Pearsons **Fly Pig**, which was played as a horizontal scroller by turning your TV on its side! Ten out of ten for free thinking, but it didn't really work as a game — because a TV screen is wider than it is tall, when on its side the playing area was just too narrow.

Klaboom by James Sweeny was another brave attempt. Played on a static screen dominated by an impenetrable backdrop, you had to move round it and blast away at 'computer sprite' baddies. Unfortunately the game as a whole was let down by blocky monochrome graphics and very dated presentation. Also worth a mention is Alf Yngves **Alienator 92**, an *Op-Wolf* clone.

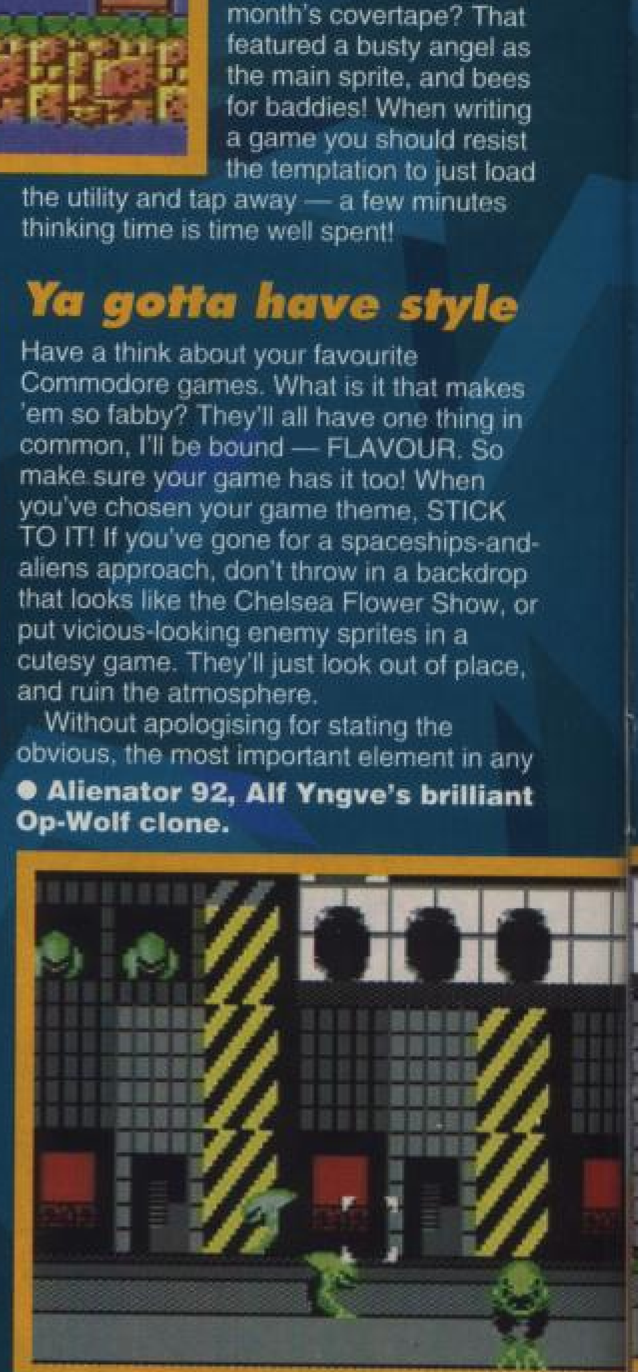
Although blasters lend themselves most easily to starship-and-aliens or Ramboesque games, it doesn't have to be like this. Michael Williams produced a great little cutesy platformer in ***Cyber Squidgies***, but effectively slit his own throat by 'borrowing' his sprites from *Creatures* (more on this later). And what about *Insects In Space* from last month's covertape? That featured a busty angel as the main sprite, and bees for baddies! When writing a game you should resist the temptation to just load the utility and tap away — a few minutes thinking time is time well spent!

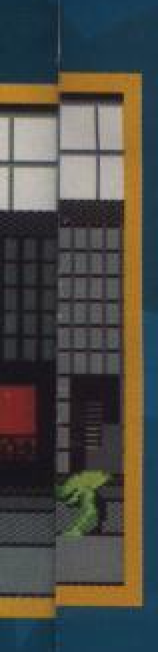
Ya gotta have style

Have a think about your favourite Commodore games. What is it that makes 'em so fabby? They'll all have one thing in common, I'll be bound — FLAVOUR. So make sure your game has it too! When you've chosen your game theme, STICK TO IT! If you've gone for a spaceships-and-aliens approach, don't throw in a backdrop that looks like the Chelsea Flower Show, or put vicious-looking enemy sprites in a cutesy game. They'll just look out of place, and ruin the atmosphere.

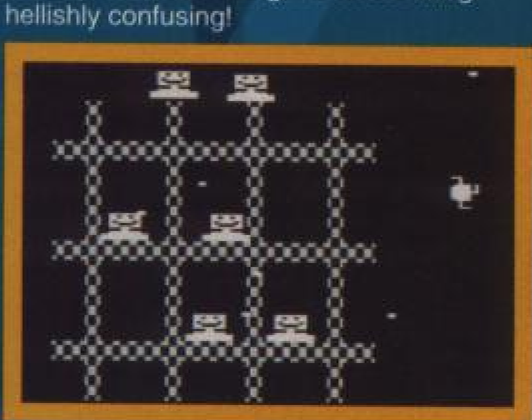
Without apologising for stating the obvious, the most important element in any

● Alienator 92, Alf Yngve's brilliant Op-Wolf clone.





game is the gameplay. It's also the iceberg that has sunk many a good *SEUCK*er — take Richard Thompson's ***Zanaton***; a competent if undistinguished blaster with blimmin' gorgeous explosion sequences. Trouble is the enemy bullets look exactly the same as the explosions, making the whole thing hellishly confusing!

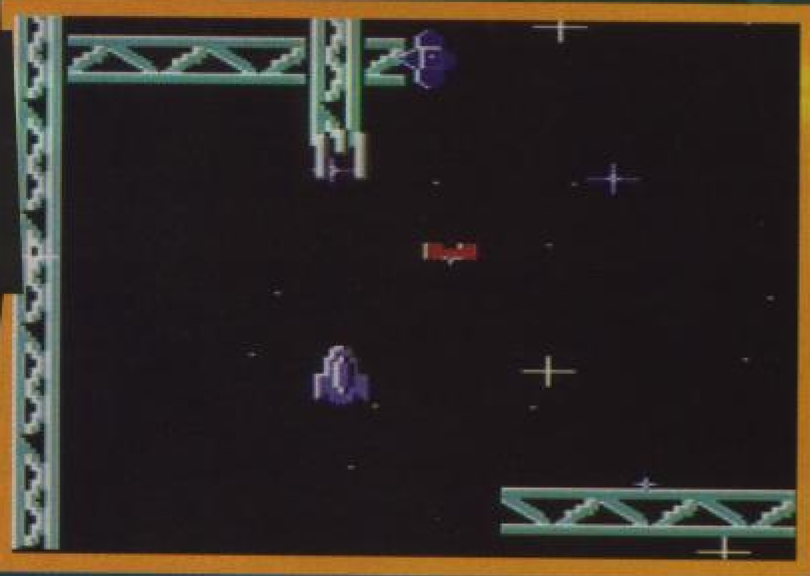


● Klaboom — A potentially interesting game marred by dated presentation.

Brian Hughes's ***Toys*** was colourful and fast, but the enemies had a habit of appearing on screen unannounced, usually on top of the player — can you imagine how annoying that is? If you want sprites that make sudden appearances on the playing area, 'fade' them in, giving the gamer time to shift before they become active.

When you've finished your game, let your friends have a blast on it and listen to their constructive criticisms. There's nothing worse than a game that's too easy or ridiculously hard, so pay special attention to difficulty — I've seen games that are so damned tricky you'll be hard pressed to get off the first screen!

Letting your friends playtest your games will also help identify niggly strategic quirks too, such as the one in PD *SEUCK* game ***Tiger Hell***. Superb graphics and outstanding backgrounds, but no gameplay — 90% of the enemies fired forwards at an incredible rate, making it almost impossible to



● Zanatron — Great explosions, but they interfere with the game!



● Dying High — what's the point of sending in a game with bugs in it?

nip between shots and fill 'em full of lead, but easy-peasy to fly round them and let them scroll off the screen. You could cruise through most of the game without ever firing a shot!

If strategic quirks are annoying, programming bugs are bleedin' well inexcusable. If your game is bugged, DON'T SEND IT IN UNTIL IT'S FIXED! We once got a two-player-only aerial dogfighter (*Dying High*), where the second joystick option didn't work, making the game unplayable!

Equally annoying was the *SEUCK*ed push-scrolling blaster set in a maze. The game let you walk down a dead-end path that ended off the screen, and because the scrolling wouldn't let you retrace your steps you were trapped! This is a ridiculous, game-destroying bug that would've been exposed by the most rudimentary playtesting.

● Toys — fast, colourful, but basically flawed.



PRESENTATION PERILS

Not the most interesting aspect of writing a game, but that's no excuse for skimping on it.

- If you're sending your game on tape, record it on each side at different azimuth settings. If you've got a disk drive, use it.
- Always use a Jiffy bag for tapes. Ordinary envelopes tend to split.
- Don't forget to include game instructions. If we use your game, we'll need them for the Megatape pages.
- If your game doesn't quite make the grade you could always put it into the Public Domain. You won't make any money out of it, but it's better than letting it gather dust. If we reckon it's good enough for a PD debut, we'll let you know and send details on how to go about getting it accepted.
- Finally, be careful what you record on. One prize prat sent his offering on the back of his collection of pirated games! We couldn't send that out of the office, so that idiot just lost his tape (he's lucky we didn't shop him to the powers that be, too!).



● Don't even THINK about ripping off SEUCK demos! (Especially 'Slap And Tickle'...)

Less spectacular but all-too-common are those twin banes of shoot-'em-ups: bad sprite masking and the disappearing bullet syndrome. Just 'coz certain commercial releases think they can get away with this, don't think you can — not if you want to make the Megatape anyway!

● T.A.B. — Atmospheric, playable, interesting... everything a SEUCK game should be!





● **A.M.N.T — What a game! Zzap! towers were more impressed than the Turtles licence holders would be.**

'Ello, 'ello, 'ello!

When you create a game, with or without a utility, it automatically becomes your copyright — that's why we ask you to fill in that Megatape form when sending it in. What some people fail to realise is that commercial games are also copyrighted! One individual (who shall remain nameless) sent in a game labelled *'Blow 'Em Away* — the game they couldn't stop.' Sensible Software's lawyers could've stopped it — it was just a lightly tweaked rip-off of *SEUCK* demo *Slap And Tickle*! (It wasn't the only one we've received either.)

Not only is this sort of thing dishonest, it's also ILLEGAL. Coding your own 'tributes' to commercial games is also a no-no. A few months ago we received a great little game that we couldn't use 'coz its gameplay was pinched from *SWIV*. If there's any legal hassles arising from this sort of thing it's the PROGRAMMER who's in the poo, not ZZAP!.

Arguably less dishonest but equally illegal is 'borrowing' a registered trademark as a game theme. One such offender is Alf Yngve's ***AMNT*** which he himself describes as 'one of the funniest Mutant Turtles rip-offs ever.' Maybe, but companies like Konami spent a fortune on Turtles licences, and they certainly wouldn't be laughing! It's a pity really as Alf's games are some of the best *SEUCK* blasters ever.

● **Twin Tigers — Brilliant helicopter game from Alf Yngve. Check out the animation!**





● **Tau Zero — I've seen commercial releases that aren't as fabby as this!**

With just a bit more playability they'd be tailor-made for the covertape.

Well, whadyawant?

There's nothing worse than a game that's ALMOST brilliant, as the faults that stand between it and perfection stick out like Phil's gut. Like all utilities *SEUCK* has its limitations, so to reach covertape standard a *SEUCK*ed game has to really stand out from the crowd.

● The graphics and animation must be first-rate, with crystal-clear sprites set against devastatingly picturesque backgrounds. The game as a whole must have heaps of atmosphere, really drawing the player into the action.

● The gameplay must be well thought-out, not too tricky but not too easy. It's up to you to decide how steep the difficulty curve is, but make sure it has one.

● If the gamer's to load it more than once, it'll have to ooze variety — the further you get the more you should see, forcing you to have another go to see what comes next. It's hard work I know, but well worth the effort in the end.

● The game as a whole needs that spark of originality to set it off against the other three million reader games we get sent. This is especially true if a utility such as *SEUCK* is used.

● Finally, the game must be bug-free. We're not going to publish a game that doesn't work properly, so don't bother sending one in!

I know we're asking a lot, but it's your covertape too — do you really want to see it full of also-rans? Stick to these rules and you stand every chance of getting your game published! Cheerio, and happy *SEUCK*ing.

● **Tau Omega — Dig those crazy sprites!**



Adventures!

Bash the Barbarian speaks!

The plains of adventuredom stretch far and wide, the Commodore adventurer must slay many a mighty behemoth before he can truly be called a hero. Through the sacred scrolls of BASH YOUR BRAINS OUT the gamer can plan his route across the ruined lands, but some 'adventures' are proving unworthy of the title.

When writing an adventure game you MUST create a world. Give it character and atmosphere: The best adventures are the ones that give the player a real sense of being there — games that are just a series of locations with objects scattered at random went out in 1984! When you've decided on your theme, STICK TO IT! You wouldn't expect a fairy to appear in the middle of a cowboy movie, and you wouldn't get away with it in an adventure either!

Bland, boring text makes for a bland, boring adventure. If a player is turned away by a security guard, for example, 'Sorry guv'nor, it's more'n me job's worf' is much more interesting than 'The guard won't let you in'.

The problems must be logical, and mustn't depend on specialist or technical knowledge the player mightn't posess. Puzzles that are solved by guesswork or trial and error are to be avoided.

Avoid sudden and unannounced deaths ('You see a chest', OPEN CHEST, 'The chest contained a snake which has bit you. You're dead', etc). Every adventurer I've ever met hates them, it usually means the author's stuck for ideas.

Finally, it's vital that you try to anticipate what a player might do and prepare responses for it. If there's a river and the only way to cross it is with a flying potion, try to imagine what else the player might do. He might try to pole vault, swim, jump, or even drink it! A good game should have responses for all these inputs.

Adventure-lore is the most arcane of crafts, and not a task to be undertaken by the foolhardy. Heed my council, and you might yet create a mighty foe that's worthy of my axe!

SCORELORD

Greetings, Vim snorters. You'll be glad to know that the Whiplash woman is well under control, chained in the dungeon of ZZAP! Towers and forced to answer the letters (as well as sewing the mailbags!). Meanwhile I've been torturing the rest of the ZZAP! crew, one of whom I'd not met before. The Ed is one of those strange Welsh people, with a liking for woolly animals and hopeless football teams. A bit of electrocution therapy should remedy that, but his taste in music is incurable. I've faced the most horrific sonic weapons in my time, but when he puts his Ozric Tentacles tape on the office ghettoblaster, even I find it too excruciating. Time for a quick exit, time for a Harpic.
While I figure out a suitable revenge, keep sending your scores (and grotesque photos) to *The Scorelord, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW, or die!*

ALLEYKAT (Megatape 26)
1,781,200 Wim Vahl, Kampen, Holland
1,276,300 Michael Garnett, Hatfield, Herts
810,050 Daniel Mitchell, Crawley, W Sussex

BATALYX (Megatape 25)
2,476,590 Damon Naile, Exmouth, Devon
1,493,340 Kev Charlesworth, Hailsham, E Sussex
1,152,700 Matthew Withers, Crewe, Cheshire

BIG NOSE'S AMERICAN ADVENTURE (CodeMasters)
369,345 Graham Keeling, Bournemouth, Dorset



Yeah! I've just completed Bubble Bobble! Now all I want for Christmas is me two front teef! (Rory Finch)

BOMBUZAL (Megatape 16)
3,845,670 (Completed) Joy Cooper, Lisnagry, Co Limerick, Ireland
3,679,460 Patrick Walsh, Formby, Merseyside
3,455,830 (Completed) Iain McLaren, Anonyville

BUBBLE DIZZY (CodeMasters)
38,073 Graham Keeling, Bournemouth, Dorset

BUBBLE BOBBLE (Hit Squad)
986,120 Rory Finch & Derry Mihan, County Cork.

CJ'S ELEPHANT ANTICS (CodeMasters)
257,930 (Completed) Graham Keeling, Bournemouth, Dorset
257,434 Wim Vahl, Kampen, Holland
232,880 Matthew Withers, Crewe, Cheshire

CREATURES (Thalamus)
22,434 (Completed) Graham Keeling, Bournemouth, Dorset
17,550 (Completed) Yoz Hutchinsonm Horncastle, Lincs



The Hutchinson Brothers reckon themselves a bit, don't they? That's Yoz eating the ice-cream and Chris, er, not eating an ice-cream!

16,357 (Completed) Matthew Dainty, Shrewsbury, Shrops

FLIK FLAK (Megatape 20)
21,000 Rory 'Revs' Stamp, Barngarth, Cumbria
17,250 Graham Keeling, Bournemouth, Dorset
15,000 Joel Winston, Edgware, Middx

FLIMBO'S QUEST (System 3)
350,200 (Completed) Raza 'the Baz Kaz' Arshad, Sharjah, UAE
317,130 (Completed) Arif Khan, New Malden, Surrey
278,045 (Completed) Steven Garcher, Stoke, Coventry

GRIBBLY'S DAY OUT (Megatape 25)
7,325 Graham Keeling, Bournemouth, Dorset
3,435 Steven Garcher, Stoke, Coventry
3,262 Adrian Spink, Temple Ewell, Kent

HUDSON HAWK (Ocean)
47,375 Chris Hutchinsonm Horncastle, Lincs
41,375 Danny G. Dalton-In-Furness, Cumbria
24,833 Rory McGlinchey, Edmonton, London

INTERNATIONAL 3D TENNIS (Palace)
$4,797,000 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
$3,031,534 David (Wavy) James, Smethwick, W Mids
$2,035,000 Peter 'Wiz' Spalding, Bangor, Co Down, N Ireland

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Tronix)
$20,380,030 Brian Gabriel, Blarney, Co Cork, Eire
$18,820,000 Paul Turville, Churchdown, Glos
$10,050,000 Robert Jones, Rochdale, Lancs

KWIK SNAX (CodeMasters)
6,358,250 (Completed) Matthew Lawrence, Newport, Gwent
4,942,850 (Completed) Graham Keeling, Bournemouth, Dorset
4,712,780 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs

MIDNIGHT RESISTANCE (The Hit Squad)
11,150,500 (Completed) Matthew Dainty, Shrewsbury, Shrops
1,650,010 (Completed) Stuart Taylor, Tettenhall, Wolverhampton
1,610,000 (Completed) Brian Gabriel, Blarney, Co Cork, Eire

NARC (Ocean)
2,003,150 (Completed) John Wilson, Camberley, Surrey
2,001,150 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
1,974,620 (Completed) Paul Sexton, Co Cork, Ireland

NAVY S.E.A.L.S (Ocean)
233,240 John Whyte, Kilsyth, Glasgow
221,348 Chris McGann, Crosby, Liverpool
221,318 (Completed) Patrick Walsh, Formby, Merseyside

NIGHT SHIFT (Lucasfilm/US Gold)
$81,300 David Humphreys, Murroe, Co Limerick, Eire
$81,100 Paul Cardno, Formby, Merseyside
$80,200 Andy Holgate, Manchester

OUTTAKE 2 (Megatape 20)
34,410 Danny G, Dalton-In-Furness, Cumbria
32,720 Graham Keeling, Bournemouth, Dorset
25,980 Michael Garnett, Hatfield, Herts

PANG (Ocean)
830,473 Aland Healy, North Strand, Ireland
633,345 Paul Cardno, Formby, Merseyside
216,400 Kristian Holger Pedersen, Karlslunde, Denmark

PARADROID (Megatape 24)
233,300 (Completed) Raza 'the Baz Kaz' Arshad, Sharjah, UAE
114,570 Michael Garnett, Hatfield, Herts
107,680, Andy Holgate, Ashton-Under-Lyme, Lancs

POWERAMA (Megatape 21)
12,221,200 Michael Garnett, Hatfield, Herts
10,586,250 Murat Mustafa, London
8,805,975 Damon Naile, Exmouth, Devon

PUZZNIC (Ocean)
5,998,000 (Completed) Ronal Bhan, Lower Hutt, Wellington, New Zealand
5,455,100 (Level 8-8) CC Barclay, Edinburgh
5,444,000 Michael Thompson, Woodthorpe, York

RAINBOW (Megatape 24)
32,350 Patrick Walsh, Formby, Merseyside
10,715 Graham Keeling, Bournemouth, Dorset
10,025 Raza 'the Baz Kaz' Arshad, Sharjah, UAE

REVENGE OF THE MUTANT CAMELS (Megatape 19)
280,532 'Ultimate Sheep', No Fixed Address
271,040 Ryan Pascall, Leigham, Devon
184,345 Paul Cardno, Formby, Merseyside



Steven Gardner reckons he's pretty cool having complete d Flimbo's Quest. He can think again, then, can't he?

ROBOCOP 2 (Ocean)
14,358,500 (Completed) Ronal Bhan (Robo Wiz), Wellington, New Zealand
11,001,100 (Completed) Matthew Dainty, Shrewsbury, Shrops
10,764,500 Yoz Hutchinson, Horncastle, Lincs

ROBOCOP 3 (Ocean)
2,000,000 Daniel 'Arnie' Greensmith, Ellon, Aberdeenshire

ROD-LAND (Storm)
471,100 (Completed) Ronal Bhan, Wellington, New Zealand
309,350 Graham Keeling, Bournemouth, Dorset
306,100 (Completed) Kristian Holger Pedersen, Karlslunde, Denmark

SMASH T.V.
12,247,490 (Completed) Paul Cardno, Formby, Merseyside
11,255,360 (Completed) Patrick Walsh, Formby, Merseyside
10,836,620 James Hoyle, Lancaster

SUPER SEYMOUR (CodeMasters)
1,523,300 Graham Keeling, Bournemouth, Dorset

SUPER SEYMOUR SAVES THE PLANET (CodeMasters)
511,800 Adrian Spink, Temple Ewell, Kent

TERMINATOR 2 (Ocean)
184,550 Graham Keeling, Bournemouth, Dorset
110,800 (Completed) Liam Ryan, Co Tipperary, Ireland
100,150 John (Jojo) Cunningham, Leven, Fife

TURBO CHARGE (System 3)
15,670 Yoz Hutchinsonm Horncastle, Lincs
15,610 (Completed) Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
15,250 (Completed) Graham Keeling, Bournemouth, Dorset

URIDIUM (Megatape 27)
260,500 Graham Keeling, Bournemouth, Dorset
256,790 Michael Garnett, Hatfield, Herts
142,200 Adrian Spink, Temple Ewell, Kent

ZYBEX (Megatape 15)
391,000 Scott Leach, Sutton Park, Hull
95,745 (Completed) Matthew Dainty, Shrewsbury, Shrops
90,950 Michael Garnett, Hatfield, Herts


GET A GRIP ON YOURSELF WITH
ZZAP! 64


CODIES WRESTLING SUPERSTARS —
RIP-ROARING FUN!



Lash 'n' Bash!

Yes it's that time of the month again when the earth shakes, seas boil, plagues of toads descend on sleepy Ludlow and Fatty Phil starts singing Gary Numan songs off-key. But it's not the four horsemen of the Apocalypse dropping in for a cuppa, Lash 'n' Bash are at each others throats again as the time comes to answer the letters. If you have anything to say, just send it to either Lash or Bash at ZZAP! Letters, Europress Impact, Ludlow, Shropshire SY8 1JW. So what are you waiting for, ya dweebs?

UNDER THE BAUD TALK!

We bought a C64 for our seven-year-old son at Christmas, so we're learning all about it. We have, however, tried to find out some information… but so far nobody seems to be able to help us! Oh, by the way, I think your ZZAP! mag is just great; lots of information and accurate game reviews which help us decide what to buy.

Anyway, could you please tell us the baud rate, the parity and the number of data bits? The reason for wanting to know this info is that we've acquired an Epson printer MX80, with an interface board MCS 1034 micro control system serial 1/F. [Phew, whatta mouthful! — Ed.]

This information would help us set the printer up to use on the Commodore 64.

Mrs G Clarke, Nuneaton, Warks

● I contacted Commodore for you, and after a few oaths and a small amount of threats (not least the promise of an introduction to my axe) they say that the baud rate etc is programmable. So depending on which printer and interface you own, the settings vary. And thus the best advice I can offer is you contact Commodore yourself (mentioning that ZZAP! magazine steered you their way), on 0908 368 222 and see what they say.
Bash

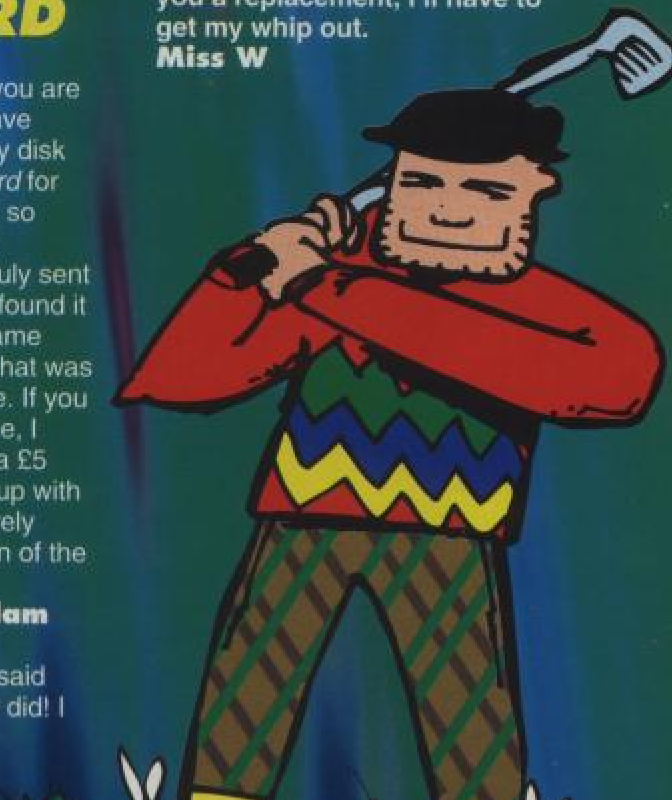
TAKE ME TO YOUR LEADERBOARD

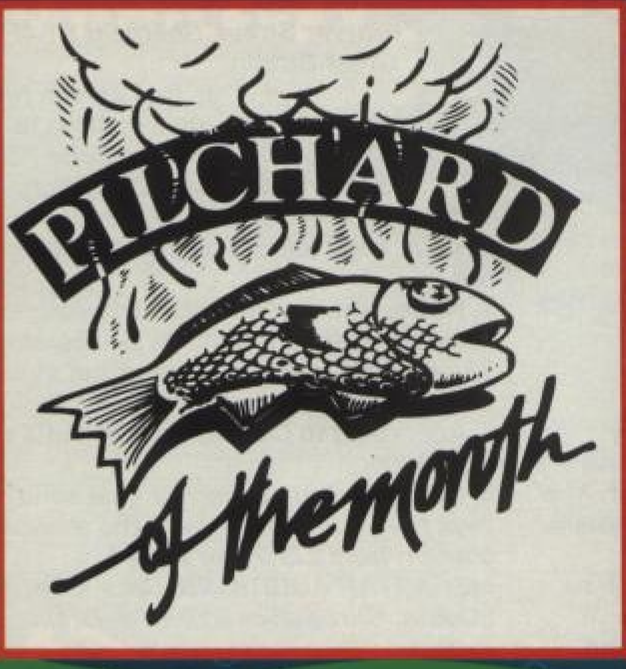
Before I start, let me just say that you are my last hope. For months now I have been trying to get hold of the floppy disk version of *World Class Leaderboard* for the C64. I know it's pretty old now, so imagine my joy when I saw it on a compilation called *Grandstand*. I duly sent for the disk, but when I received it found it was faulty and sent it back. The game was replaced but, lo and behold, that was faulty too! So I gave up on that one. If you could find it in your heart to help me, I would be ever so grateful (there's a £5 reward for anyone who can come up with the disk, a portly sum for me!). Surely someone out there is in possession of the game?

R G Henwood, Barry, S Glam

PS. I rang US Gold who were the distributors of the game, and they said they would ring me back but never did! I have also advertised in the local press but to no avail.

● You didn't say whether you sent the game back to where you bought it or the publishers of the compilation, Domark. If I were you, I'd send it back to the latter with a note telling them your sad story. If they're not moved to tears and send you a replacement, I'll have to get my whip out.
Miss W





RESETS REVISITED

I am writing to you regarding a letter called 'Reset Rip-Off' in Issue 82 (Mar '92). This letter was about Reset switches and it gave a way of Resetting your C64.

I have come up with an amazing way of Resetting without using any expensive devices — here is what you do!

1. Check that your joystick (mine is a Powerplay Cruiser) has a black lead AND a grey lead coming from the back.
2. Load a game, making sure you have the correct Poke and SYS number.
3. Insert black lead into Port 2.
4. Insert Grey lead into Port 1.
5. Move joystick left (it should now Reset).
6. Remove Grey lead from Port 1.
7. You should now be on the startup screen (like when you've just switched on).
8. Type in the Poke and SYS number.
9. The game should now come up on screen.

And now for a question: I recently bought *Turrican* on budget. Are there any Reset pokes for this game?

James McCarthy, Co Kildare, Ireland

● I thought your Reset method sounded dubious, but I'm willing to try anything once. Sadly it didn't do anything for me — I moved the joystick left and... nothing happened!

As for *Turrican*, I don't know any pokes for that — not that they'd work with your dodgy method!
Miss W

IN BED WITH MAD MAYHEW!

I'd like to compliment you on having such a great mag, I've read various other 64 mags (barf barf chuck!) and I reckon they're a load of rubbish: Their reviews are crud and the reviewers total headcases. Now for a few questions:

1. Is there any way of typing out a piece of writing without having to type: 10 ?"——"?
2. I've seen some great programs in your PD file but you've never actually said how much they cost. Could you please tell me?
3. Make the tips section bigger and add some tips for fairly old games because I have a few and am having trouble with them.
4. I am designing a game at the moment and my friend is programming it on his Amiga. I would also like to have it on my Commodore 64. Who could I ask to program it for me as I have no friends with C64s who know how to program games?
5. Are light guns really worth buying?

My mum's been telling me to buy one (probably so she can play on it!) and I'm not sure whether I ought to. I've had a go for five minutes in my local computer shop and I found that every time I fired at something I hit something five centimetres away.

Wayne Mayhew, In Bed With Madonna
PS. Please call this letter 'In bed with Madonna' because I have a massive poster of her by my bed.

● You blinkin' pervert! I doubt Madonna has a poster of you near her bed!
1. Yes, you put the paper in your typewriter and DON'T type 10 ?"——"? What the hell are you on about?!
2. No! You see, most of the programs are available on various disks from various PD dealers at various prices!
3. Corky always includes a few tips for golden oldies, especially those which have just been rereleased.
4. Can anyone help?
5. Light guns work okay in the main, but the problem is there aren't enough games designed to work with them.
Miss W

SOCCER IT TO 'EM!

I would like to congratulate you on your football edition (Issue 86) but, as a Birmingham City fan, I was as sick as a parrot about Ian Osborne's comments about my team. If he doesn't apologise he must take 50 lashes! Anyway, the dummies had more brains than the real Aston Villa team.

Enough of football, could you please answer my couple of questions:
1. When is *Creatures 2* coming out on tape?
2. Will *Creatures 1* be coming out on budget, as I have been unable to obtain it on its own. I have found it on a Thalamus compilation but already have two of the games on it.

Mr Glen Johnson, Halesowen, West Midlands

● If I were a Birmingham City supporter I'd keep quiet about it!
1. *Creatures 2* has been released on tape and disk.
2. Thalamus say it's unlikely *Creatures 1* will be rereleased yet.
Miss W

HANS ACROSS THE WATER

I am one of your subscribers from Finland (So! You're the one, are you!? — Ed). Please try to keep your magazine working because there is only your 64 magazine here in Finland. Finnish computer magazines say that all games for C64 are old games.

Now it is time to ask something.
1. Is your own mail-order shop reliable? I would like to order a few things, but one mail-order shop in your magazine called 'Castle Software' never sent me what I had ordered and never even returned my cheque.
2. Can I order the *Shoot-'Em-Up Construction Kit*, and what does it cost on disk?
3. How can I get PD programs from Binary Zone to Finland?
4. Is it true that Thalamus is in bankruptcy and I cannot get *Creatures 2* or *Winter Camp*?
5. Is the C65 still coming?
6. Can I send demos for the ZZAP! Megatape?
7. Can I (please) tell one tip in here? I can?

WHAT A CHARMER!

A quick word for folk like Graham Harris and Adrian Simmonds. Smeg off, you posh gits!

Me, myself and I prefer the new-look ZZAP!, and like Miss W better than any of the others (surprise, surprise). And now a word for fatman Phil. Go on a diet! For anyone who doesn't have it, don't get the Addicta Pack. It's crap! Get rid of brainless Bash, as I think the government is banning magazines employing people with an IQ of less than 48! This letter has only one complaint. That was it!

Daniel Gray, Gt Yarmouth
PS. What's Miss W's phone number and address?
PPS. Don't tone down the innuendo, Dr Colin Elliot's a snob with the intellectual capacity of a cheese sandwich.

● Good for you, Danny boy. I agree, people as thick as Bash shouldn't be allowed on mags (especially the letters page!). As for my phone number, I'm not just ex-directory, I'm XXXX-directory!
Miss W



OK! Here it comes (this is for *Hudson Hawk*, disk version): after you've written Load "*", 8, 1 press shift/lock and release it only when the game has loaded its first level, then you should have unlimited lives.

Well, I think that was all this time but, please, keep on working because I cannot get C64 news anywhere else. BYE!

J Rajala, Tampere, Finland

● Hmmm, I went to Finland once a long time ago, there was this tribe of Orcs living in the north and I was paid good money to kick some ass. I doubt that they're still around but a good mate of mine lives there (greetings Stavros, may Crom protect you). Now to answer your questions...

1. The ZZAP! Zzuperstore is totally reliable, tell them what you want and they'll send it straight to your door. The address is *Europress Direct, Ellesmere Port, South Wirral L65 3EB, Great Britain.* Postage and packaging will be six pounds sterling. Unfortunately Castle Software have ceased trading, so sadly you've probably lost your money.

2. To order a copy of *SEUCK* just write to Gremlin Graphics at the following address: *Rachel White, Mail Order Dept, Carver House, 2–4 Carver Street, Sheffield S1 4FS, Great Britain.*

3. Just send a first-class stamp to *Binary Zone PD, 34 Portland Road, Droitwich, Worcestershire WR9 7QW, Great Britain.* They should be able to help you out.

4. Nope, whoever spread such malicious rumours around should be eviscerated immediately. Thalamus are going strong and both games are available.

5. According to Commodore, it's still a possibility.

6. Certainly you can matey, just send your hard work (along with the relevant coupon from ZZAP!) to *ZZAP! MEGASTAR AUDITIONS, Case Mills, Ludlow, Shropshire SY8 1JW, Great Britain.*

7. Corky says thanks for the tip, and any more you could send would be very welcome.

Bash

ESSEX BOY

First I would like to say that ZZAP! is best and beats the so-called opposition by miles. Anyway, on to the important part — how ZZAP! has aged, and what the features are now like. It's come a long way since the black and white pages of Issue 1. Nearly all the features in Issue 84 were brilliant, and most pages in full colour.

The excellent pages are the reviews, previews, Flashback, PD, tips, Stuff and letters. The features such as the coin-ops and compilations are at last becoming quite regular. Well done!

Now for some questions:

1. Tell Corky to shut his trap a little: in reviews he swears too much! Minor words like sod and git are fine, but others (unmentionable) are making the mag a little bad humoured. The magazine was already well humoured before the 'swear' words.

2. Bring back the Scorelord! He was great.

3. Why have the game prices gone up? A year ago they were about £9.99, now they are £11.99.

4. Get rid of the Zoo and replace it with a larger editorial. At the moment it's well naff and not needed.

5. Is Anco's *Player Manager* ever going to be released on the C64?

6. How about adding more features in the mag. Bring back the Diary and the Challenge (would any of the reviewers like to challenge me at *Turrican 1* or *2*, *IK+* or *MicroProse Soccer*?). I wouldn't mind paying an extra 20p for more pages, so how about it?

7. What's happened to banana? He hasn't been mentioned for ages so I'm going to mention him. **Banana!** See, I told you...

8. Are cartridges worth buying?

9. Have you got issues 1, 2 and 3 in back order. I need all three to complete the whole ZZAP! collection.

10. When are System 3 bringing out their next game? Their releases have been brilliant, especially the Ninja series (*Ninja 2*'**s the best game in the world).**

11. Bye and thanks for listening. Long live ZZAP!

Alan Passingham, Chelmsford, Essex

PS. In the early issues of ZZAP! 1990–91 you kept saying you would bring back Rockford and Thingy if there was a big enough demand for them. Haven't you been asked enough yet? I'd love to see them return.

● Of course ZZAP! is better than the opposition (spit), and the fact that we're now full-colour will nark them off no end (ha, ha). The whole team are pleased that you like the new look, but onto your questions:

1. Corky says, 'I don't frigging-well swear all the flapping time, so get your drokking facts straight, matey!' But after I threatened to smash all his cherished Abba tapes he promised to tone his language down.

2. After a long holiday on his home planet, Scorelord is back to make sure we all toe the line. I'll tow his entrails out the back of his neck if he isn't careful.

3. Well, the software houses all whinge that it's to do with programmers wages, the price of packaging, the price of petrol, the price of eggs etc. I'll give them something to whinge about if I get my hands on 'em.

4. I agree with you, but the reviewers need a vent for their frustrations. You should see them before they type in their part of the Zoo, not a pretty sight.

5. Football-mad Phil King says the day Anco releases that game, pink aardvarks will fly south for the winter (and Scotland will win the World Cup).

6. We'll keep your suggestions in mind for the future. Phil is certainly keen to find some decent opposition on *MicroProse*, after thrashing the Ed for the umpteenth time.

7. If you mention that name once more I'll come over to your house and, oh sorry, you don't like swearing do you? Suffice to say it'll be painful.

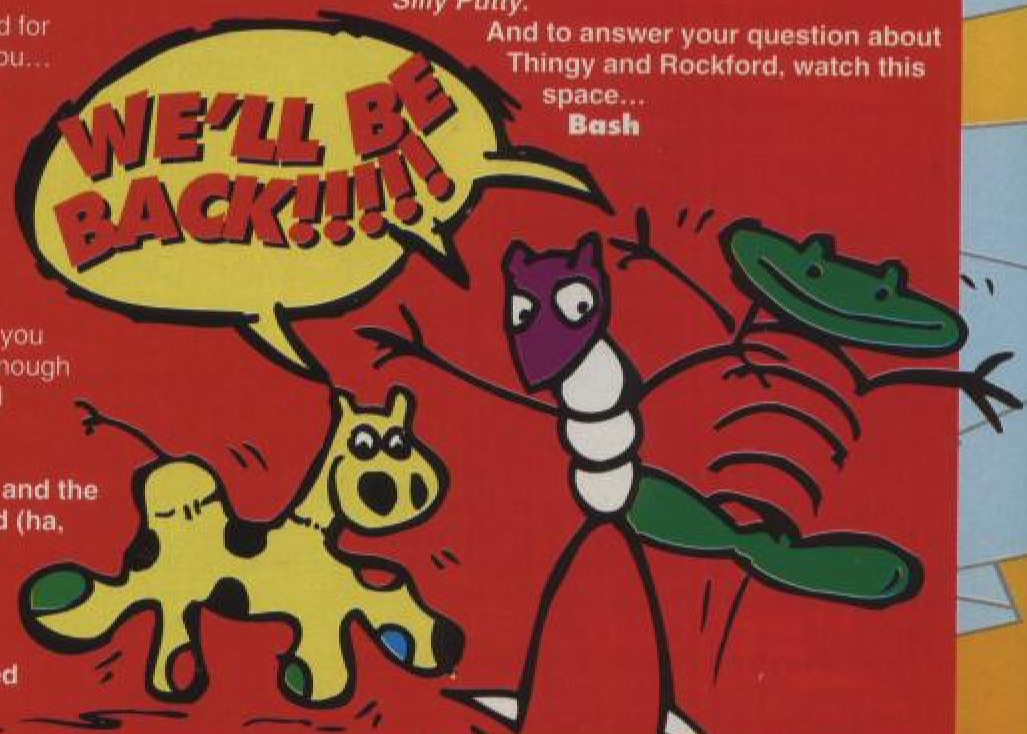
8. Only if you have more money than Phil 'My Other Two Cars A BOTH Porsches' King. But seriously, they're only a mite dearer than disks, and with all the advantages of instant loading.

9. If any readers want to sell issues 1, 2 or 3, just contact us and we'll take it from there.

10. October will see the release of their next game entitled *Silly Putty*.

And to answer your question about Thingy and Rockford, watch this space...

Bash



MIDDLESEX MANIAC

I am writing to dispute what certain people have said about the new-look ZZAP! Firstly, I would like to say that the critical comments were totally unjust, offensive, stupid, and as constructive as a rotting pile of cack.

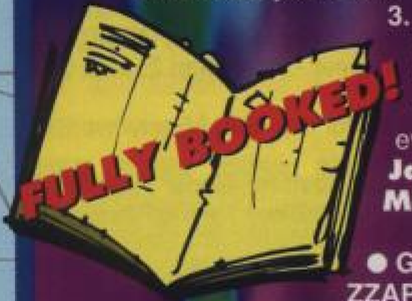
The new ZZAP! is bright and colourful and really stands out. Especially Issue 85 which was excellent. The recent Megatapes have had stunningly playable demos and brill games!

I was aghast to here people calling your appearance pornographic. I find you both amazingly attractive and VERY VERY SEXY! (Pant, pant, pant!)

Now for some questions:

1. I have recently bought *MicroProse Soccer* on tape and found it very entertaining. But in Issue 85 the review said some options were available that my game does not have (ie indoor/outdoor options; mine just plays Indoor and World Cup). Can you please tell me what has happened?

2. Has *Pro Tennis Tour 2* come out on the C64 yet and, if so, how would you rate it?



3. Don't you think you were harsh on *Space Crusade*? Personally, I would rate it a lot higher than 92%.

4. Are you free on Saturday evening?

James J Kahan, Stanmore, Middlesex

● Glad to see you like the new-look ZZAP! and love me, but please don't put your dirty pants on these pages!
1. But the World Cup is played outdoors, silly!
2. Not yet, but it's due to be served up soon from Ubi Soft.
3. I must say I thought those hunky marines were great too.
4. I'm usually tied up at the weekend.
Miss W

GO ON... KILL YOURSELF!

Please print this letter as I am on the verge of suicide!

Fasten your seat belts as we use US Gold's 'time tunnel' to jump back twelve months in time.

My friend loaned me his C16 Plus 4 datasette recorder (of which he had two), and the only adapter that he had in order for it to work on my C64. I was so impressed that I swapped a £40 putter for it and continued to borrow his adapter.

Using the 'time tunnel' to jump forward to two months ago:

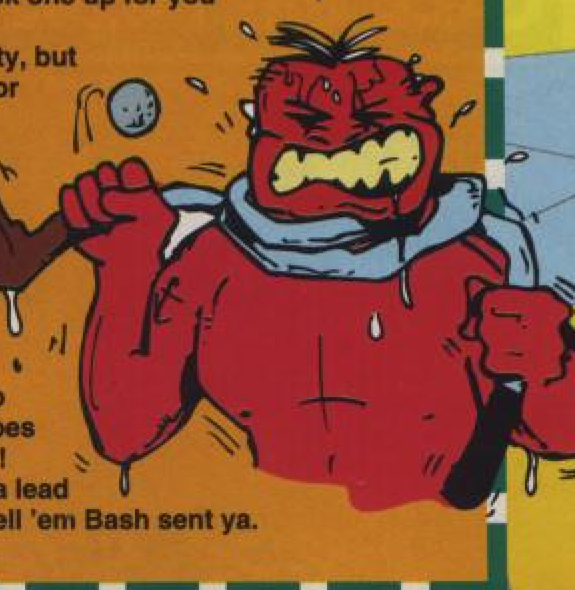
Shock! Horror! My friend told me he was moving and needed his adapter back and it was unlikely that we would see each other again. Now I am adapter-less and therefore can't use it to run my lovely 64 games. Where can I buy one from? (Don't worry about never seeing your mate again, will you?! — Ed.)

M Hampoon, Bolton

PS. I noticed in Whiplash (Issue 84) that either Barry Shiel or Dylan McCoy had a similar datasette, could they help?

● Can either Mr Shiel or Mr McCoy help? Would a visit by my very good friend Genghis Jr help with your generous donations? Unfortunately Mr Harpoon... sorry, Hampoon, the adapters were imported from Hong Kong until around three years ago, but are sadly not produced any more. However, my various 'persuasive' tactics unearthed a company called Meadmore who, although they don't stock the adapters any more, can knock one up for you specially.

It won't look pretty, but it will be safe and for only four pounds it's a steal. So contact Meadmore on 051 521 2202 (mentioning that ZZAP! sent you), and they'll be more than happy to oblige. Also that goes for any other ZZAP! reader who needs a lead knocked up. Just tell 'em Bash sent ya.
Bash



EMLYN WHOSE?



After I read the 'Next Month' page in the May issue of ZZAP! I was pleased to see that you were giving away *Emlyn Hughes International Soccer*. In fact I was so pleased that I got a few mates around for an all-night slosh-up.

Basically, I was so over the moon that I decided to beat up all of my neighbours (they're prats). When I bought the magazine I was ecstatic and couldn't wait to play it so I read the instructions for it on the way home. When I got the game loaded I found that I couldn't play a game that lasted longer than two minutes. This left me with little time to get used to the controls.

You also can't enter any competitions. This means that you can only play in friendlies. Answer me this: why was such a brilliant (or supposedly brilliant) game on the Megatape when you can only play two-minute matches and no tournaments? This is a real disappointment as I was looking forward to what promised to be one of the best 64 footy games ever!

Could you please give me a reason for all this, or even better tell me how I can enter the tournaments or increase the time limit, because whenever I move the arrow on them there is no cursor.

Allan Tweddle, Wolverhampton.

● I'm sorry to disappoint you Allan, but the version that appeared on the Megatape was only ever planned to be cut-down version of the full game that's now available on the Touchdown label for £3.99. Unfortunately some wally mistakenly included the Competitions (league etc) instructions on the Megatape pages.

If you want to play the full game, just race down to your friendly neighbourhood computer shop and buy it. Again we apologise if you were misled into thinking it was the whole thing.
Bash

CAN YOU MANAGE IT?

I want to see this letter in the next issue of ZZAP! or else. I have written before and it was not printed. Well now to the point, I have a few questions for you (yawn yawn):

1. What, in your opinion, is the best football league management game? (Don't you dare mention *Football Manager 1* or *2*!).

2. Are there any player-management games for the C64? And is *Player Manager* still available?

3. Is *Graham Gooch All Star Cricket* worth buying?

4. Will ZZAP! ever bring back the Classified section of the world's best mag?

Thomas Kearn, Kilkeel, N Ireland

● 1. Fatty Phil really likes *The Match* by Cult. It's not a football league game, I know, but his fave management game is *Tracksuit Manager*.
2. The only ones are the *Man United* games, of which the second (*Man Utd Europe*) is the best. The management aspect in both is a bit simple, though, and the emphasis is on the arcade action. Sadly *Player Manager* was never released on the 64.
3. What are you on about, *All Star Cricket*? *Graham Gooch Test Cricket* was released yonks ago, and the next Goochie game, *World Class Cricket*, is due shortly.
Miss W

Flashback!

Money for old rope, or bundles of brilliant bargains?

Eee by gum, it wasn't like this in the old days. Then you had to pay full whack for everything (and a few ration coupons). Now it's all on the cheap, but can you separate the wheat from the chaff? ZZAP!'s got a brand-new combine harvester...

SUPER CARS

Gremlin, £3.99 cassette, £5.99 disk

'Hello, good afternoon, and welcome to the *Super Cars* spectacular! My name's Skid Lid...'

'And I'm Turbo Tyremarks, and together we'll be bringing you all the thrills and spills of this great budget event, right here on ZZAP! TV. The racers are just lining up for the first race of the season...'

'Nice track, isn't it? A bit grey and featureless perhaps, but very functional.'

'Certainly is, Skid, and the groundsmen have done a good job on the grass too. It's lovely and green.'

'Yes, it's very fetching but I can't help feeling they could've done more with it. There are nine tracks in all, and you have to go through them all three times each to finish the season, but every one of them looks the same. And why aren't the public allowed in? There's not a grandstand in sight!'

'I think you're being a little unfair there, Turbo — they get progressively more complex, and that's what really matters. You can even pick and choose what order you race them too...'

'I can't help feeling our boy's made a mistake starting at track one. At the start of the season you're only up against three other cars and they're not particularly quick, so it makes sense to save the easiest tracks for the trickier opponents. They get a lot tougher as the season progresses...'

'They certainly do. There's more of them, too! They all look the same though!'

'Yes, the pit crews could've made them a





bit more colourful. What I really can't understand is why our lad (the blue car) always starts at the back. Why can't they run a practice lap against the clock, starting position depending on practice time?'

'And on that note, we'll go for a message from our sponsors!'

Da diddly de da da dah... Shop at THE GARAGE for all your sporting needs. Fit Power Steering for faster cornering, Retros for improved brakes, or maybe Spin Assist to make sure you come out of a skid facing the right way! If you're feeling violent you can even snap up a missile or two! All this and more, at THE GARAGE... De da da, diddly-dah...

'Welcome back to the *Super Cars* spectacular, and I think they're about to race — yes, there goes the starters flag, and they're off!'

'Sound awful, don't they Skid? It's like being woken at 3am by roadworks outside your bedroom window.'

'Yeah, but they handle like a dream! The camera man's doing a good job too — we're getting a silky-smooth picture covering about a quarter of the track, with our lad right in the middle. It's a pity we can't concentrate on more than one car at a time like the *Supersprint* races, but I suppose that's the price you pay for better, bigger tracks.'

'Sure is! For my money, *Super Cars* is by far the better event — although the cars use the same control method, they seem much more responsive and less likely to oversteer. The scrolling track allows for bigger sprites too!'

'And another thing Turbo,... Oh no! He's gone into a spin! He's all over the track, and losing ground at a tremendous rate.'

'He'll be wishing he'd bought a Spin Assist now, Skid! The further down the rank he finishes, the less money he wins. The less he wins, the less he's got to spend on his car for the next race.'

'That's right, and if he doesn't earn some serious dosh he'll never be able to trade in his car for a better model. Luckily for him, he seems to have got right back into the race. His car's a little faster than the computer-controlled vehicles, but the opposition rarely oversteer and hit the walls.'

'Yes, and the more harm you do to your car the more you need to spend on repairs. Good job collisions with other cars aren't too damaging, in'it?'

'You know, Turbo, I think *Super Cars* is the kind of event that really grows on you. It's easy to get into, and great fun besides.'

'It certainly is Skid. The more you play, the better it gets. And... hey, our lad's on his last lap!'

'He'd better put his foot down then, 'coz he's still only in second place, and could really do with a win...'

Ian! 87%





CYBERBALL

The Hit Squad, £3.99 cassette

The future of Gridiron Football is under scrutiny in the computer version of *Cyberball*. Originally an Atari coin-op, the game takes us into a future where the 'old ball game' is played by 20-foot-tall robots who individually weigh more than a human team put together (even a team including William 'The Refrigerator' Perry). The rules are just the same however; the pitch is 100 yards long, split into equal ten-yard sections. Each team has four 'downs' to carry the ball as far as possible, preferably scoring a 'touchdown' in the process.



In the normal game the ball is nicknamed a 'bomb', in *Cyberball* this is literally true. 20 lbs of high explosives make this ball something the quarterback wants to get rid of very quickly.

Whether you're on Defence or





NIGHTBREED

The Hit Squad, £3.99 cassette

Based on the crud movie Nightbreed and the most excellent novel Cabal, *Nightbreed* on the C64 is back. Although this isn't completely true 'coz ZZAP! never reviewed it before (hah, fooled you).

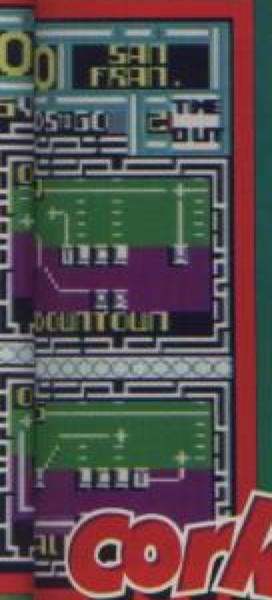
The game plot goes something like this. Boone (the player) is being treated for a psychiatric disorder. He's been accused of a series of brutal murders by a Doctor Decker, who is himself the culprit in the guise of his alter ego 'The Mask'. In hospital Boone hears of a hidden place called Midian, which is inhabited by wondrous creatures known only as the Nightbreed. Boone's task is to save the Nightbreed from the 'Sons Of The Free' (a bunch of nutters), while saving Lori (his girlie) from 'The Mask'.





Offence, a list of possible moves appear: just choose one and off you go. Beware if you're on Offence 'coz if you don't gain ten yards in the four downs allotted, the ball will explode. This destroys the quarterback in the process (KABOOM!). So score as many touchdowns as possible to win the game and become a football hero.

How much you enjoy playing *Cyberball* greatly depends on your grasp of the NFL rules. Graphically the game is very colourful, with tough-dude robots rampaging around the pitch trying to cause as much damage as possible. The range of both Offensive and Defensive moves available is impressive, and this is where knowledge of the game comes in very handy. I love the real thing with loadsa violence, big shoulderpads and scrummy cheerleaders. On budget release *Cyberball* is certainly worthy of consideration.



Corky! 80%

After being baptised by the Nightbreed God Baphomet, Boone's able to change into 'Cabal' (his ass-kicking alter ego). Which is just as well 'coz he's up against some very nasty creatures. He starts the game unarmed but there are weapons scattered around to help him in his many tasks. Hurry up, Lori won't last long in the clutches of 'The Mask'.

The first thing that strikes you is the gaudy colour scheme — sunglasses are definitely required! Though to be fair, some of the sprites are very impressive (especially the monsters). Playability is high as well, especially as Boone/Cabal has to complete several very tough tasks. Overall *Nightbreed* is just about worth purchasing at a budget price, but beware of the mildly annoying multiload.



Corky! 79%



KLAX

The Hit Squad, £3.99 cassette

I can imagine all the ZZAP! readers reaching for their dictionaries and looking up the word Klax. You won't find it there, but being a smart ass I can tell you it means 'a collection of at least three tiles of the same colour either vertically, horizontally or diagonally'. The player is faced with a single flipper and loadsa different coloured tiles thundering toward it (help mummy). These tiles then have to be caught, and dropped into one of the five bins in an attempt to create Klaxes. If a tile is allowed to drop off screen without being caught, it registers on the 'Drop Meter' (a sort of lives system), and depending on which level you start (three choices) your 'Drop Meter' is higher or lower.

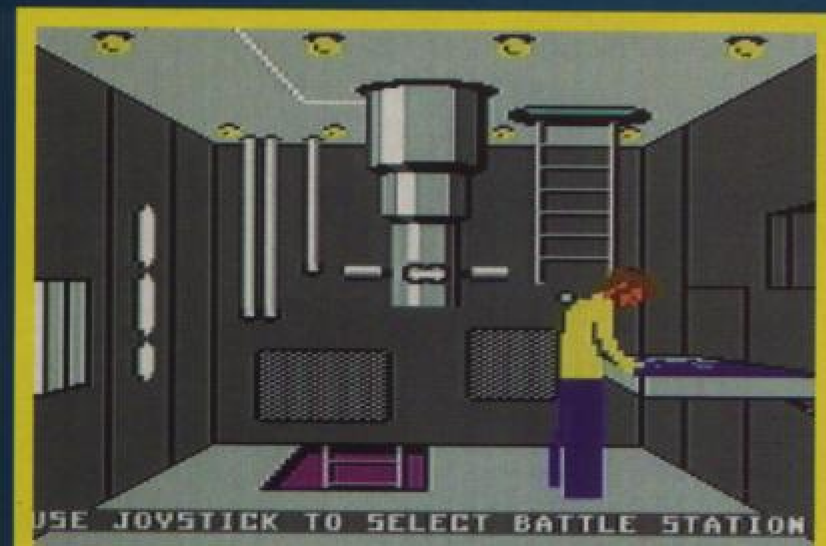
As I said before, you must get at least three tiles of the same colour whammed together, but for more points be a clever git and go for either diagonal Klaxes or, for maximum points, a 'Big X'. On earlier levels the speed of the tiles is very sedate, but later on the pace becomes totally hectic.



Issue 64 saw the original release of this mega game, and it's as good now as it was then. Lightning reflexes are needed to shuffle the tiles around to get them in the bins, and as the flipper can hold five tiles at a time it's panic city ahoy. It's a most excellent game, buy it now if you were gimboid enough not to the first time around.

Corky! 90%





Three types of scenario are on offer: 'Torpedo/gun practice' sees you popping away at old cargo ships with dummy torpedoes. When you think you're up to it, try plastering some genuine Jap tubs with 'Convoy actions', a limited but enjoyable battle scenario. Best of all are 'War patrols', in which you start from one of three Allied bases and take on a series of convoy actions. Each scenario is sub-divided into several 'campaigns', each recreating a different aspect of submarine warfare. Difficulty is set by limiting certain game conditions, eg the enemies' ability to evade attack, the effects of weather conditions, etc.

It's games like this that really highlight the need for mid-priced budget releases. Originally reviewed in Issue 13 (88%, no less!), the reviewer commented that, 'The instruction booklet is a [fifty page] work of art' and went on to congratulate the author on his detailed historical research and attention to detail. What do our budget buddies get? One poxy sheet of A4! Don't get me wrong, the game is so well laid out and easy to use you'll manage very well with just that, but when the design team spent so much time researching the game and putting it into its historical perspective it seems a pity to shortchange them with the cheapo release.

Silent Service is a peach of a game. Combining all the complexities of a strategy sim with the playability of an arcade game, you'll be playing it for months. Grab yourself a book on naval warfare while you're at it, your gaming will be so much the better for it.

85%

SILENT SERVICE

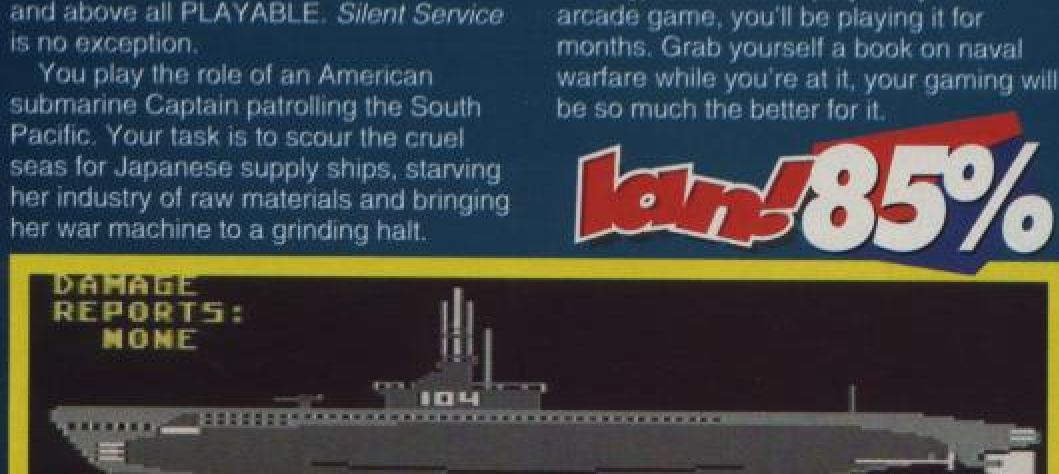
Kixx, £3.99 cassette

The South Pacific, 1943... Captain Hojii of the Japanese frigate Taisho casts his gaze across the clear blue sea. Not an enemy aircraft in sight, but if the convoy doesn't make it, Japanese factories will go desperately short of raw materials. For him success is not just a military priority, it's also a sacred duty.

Suddenly an ear-shattering crack splits the air. The Taisho lurches violently, sending Hojii sprawling across the deck. Through a hail of sea water and debris he can just make out the wreckage of a cargo ship, drowning sailors desperately clinging to splintered crates. Suddenly the truth dawns... while zealously watching for enemy aircraft, he'd neglected the threat from below — the mighty leviathan that is destroying his command slowly slides beneath the waves (that's enough atmospheric scene-setting, thanks — Ed).

In the mid-1980s MicroProse built up a reputation for really great war sims. Combining historical accuracy with crystal-clear presentation, these were the wargamer's wargames; fast, accurate, and above all PLAYABLE. *Silent Service* is no exception.

You play the role of an American submarine Captain patrolling the South Pacific. Your task is to scour the cruel seas for Japanese supply ships, starving her industry of raw materials and bringing her war machine to a grinding halt.



CRACKDOWN

Kixx, £3.99 cassette

Ever wanted to mess around with biological experiments and maybe even create your own X-Men™? MARK 'COLOSSUS' CASWELL speaks to Dr K, evil genius and creator of an unstoppable, genetically mutated army.

Some people are in possession of most excellent names (Mark Caswell, Mark Kendrick, Phil King and anyone named Melissa...), while some sad people are less fortunate (Ian Osborne, Steve Shields and Quasimodo). But spare a



TUSKER

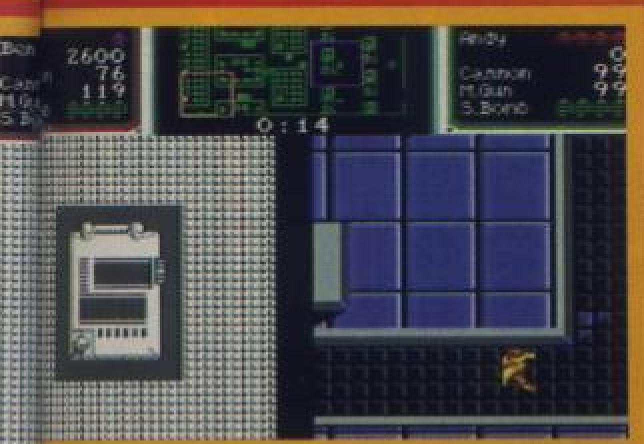
Kixx, £3.99 cassette only

What do you get if you cross Indiana Jones with The Last Ninja? No, not a high-kickin' hero with an identity crisis, but System 3's Tusker is probably somewhere near the mark. STEVE 'IVORY TOWER' SHIELDS investigates...

What is it with these budget companies? US Gold are arguably the biggest publisher of quality 8-Bit software in the UK, and yet they seem to be prepared to tarnish their pristine image by shoving out hopelessly incomplete — and occasionally inaccurate — instructions with their budget games. Okay, so £3.99 isn't likely to get you a full-colour, 60-page instruction booklet packed with info... but it should at least furnish the buyer with the game's scenario!

I suppose we could forgive the bit where







thought for Andy Attacker and Ben Breaker (snigger), the crappily named heroes of *Crackdown*. The unscrupulous Dr K is building a race of super soldiers (a la) Captain America), and is planning to take over the world. But standing in his way are the dynamic duo Andy and Benny (no, not the thick sod who used to be in Crossroads).

Our heroes have to rampage through 16 levels (floors) of Dr K's secret hide-out (though it's not very secret if they found it), and plant at least three sets of explosives on each level. The game's viewed from above, with the screen split into two sections (one per player). The programmers have been very generous, 'coz just so that Andy and Benny know where to bung the explosives an 'X' marks the spot. A word of warning is in order here, though: you're only given a couple of minutes to plant the explosives and leg it.



There are plenty of Dr K's goons around to kill and, despite their ludicrous names, the ladz carry enough ordnance to supply a small South American country. They start with rocket launchers, but when ammo is exhausted on these they move onto machine guns. And just in case the unthinkable happens and the guns run dry, the boyz know a number of unarmed combat moves that'll make a few eyes water.

But don't start panicking just yet, because extra ammo crates are scattered around. And you certainly need 'em to combat the multitudinous hordes, along with extra pitfalls on later levels. These include lava puzzles, poisonous rivers, swinging demolition balls and various nasty traps.

Crackdown in the arcades is one of my all-time fave games, and when the C64 version appeared in the April 1990 issue, it received a warm welcome. Mainly because of the smooth scrolling, fast-paced action and two-player option. Believe me, you certainly need two players on later levels 'coz Dr K's minions take their jobs seriously. The graphics are on par with the gameplay, the small sprites leap around and kick poo wonderfully. Also the backgrounds are colourful and full of detail.

I'm sorry but I just have to go and play the game again. If you missed *Crackdown* first time around, kick yourself very hard and buy it this instant.

Corky! 90%

it says 'The above illustrations', and then goes on to omit them, but to completely ignore the game's story-line is a blunder of woeful magnitude. Oh well, at least you can read about what you're supposed to be doing here!

Tusker's old man's gorn and got hi'self lorst whilst searching for the fabled Elephants' Graveyard (how can you tell if an elephant's been in your cemetery? The vicar's doing a tidy sideline in cheap fertiliser!). As his son it's your mission (duty?) to find the silly old fart before he: (a) gets into serious mischief, or (b) keeps all the valuable ivory for himself (well, something like that anyway).

Tusk-er do do do, push pineapple shake the tree!

I must confess to being an absolute sucker for arcade adventures. A bit of baddie bashing, a smidgeon of puzzle solving and a degree of mapping are game elements that, to me at least, fuse together in a most pleasing fashion. And, as a straightforward exercise in arcade adventuring, *Tusker* works very well indeed.

The isometric 3-D display used to such dazzling effect in the *Last Ninja* series has, sadly, been dropped in favour of a left/right flickscreen system, the main sprite being able to walk 'toward' and 'away' from you in addition to the standard left and right directions. Old Tusker's easier to control than System 3's martial arts hero, though...

Starting in the desert, the first thing to do is collect the necessary equipment enabling you to locate — and drink — water. A prickly problem! As well as losing energy to assailants, your water-level needs constant topping-up if you're to survive.

Once all the objects carelessly left scattered about the dunes have been collected, find a way through to the jungle... and then onto an Amazonian village and beyond. Psychotic sheikhs, wicked whirlwinds, nutty natives and murderous monkeys all compete to be first to finish you off: work out which weapons to use on each as you go — or avoid them completely where possible...

Puzzling pachyderms

Puzzles are solved by dropping the correct object in the right location (on a trial-and-error basis), although working out exactly what the objects you've collected ARE is



often a puzzle in itself! (Some of the graphics are of the 'open to interpretation' type).

Overall, *Tusker* is well up to the high standard you'd expect from System 3. Packed with neat little touches, and positively oozing atmosphere, it draws you in completely while offering a reasonably tough challenge for even seasoned arcade adventurers. There are a few niggling bugs which could (and should!) have been ironed out, but despite these the game still manages to impress. Pity about the instructions, though...

Steve! 84%

Mega Mix

Cheap summer packages ahoy! Ol' numb bum Ian does some armchair athletics, while we give Mark an elephant's trunk, a big foot and fiery breath to play with (funny, I thought he already had those — Ed).

THE OLYMPIAD COLLECTION



• MicroValue, £3.99 cassette, £4.99 disk

Holy tie-ins! Armchair sports freaks have been having a field day lately. First the European footy championships, software houses making a fast buck by rereleasing two-year-old World Cup tie-ins with one or two original releases thrown in for good measure , and now it's Olympics time! Our athletes can't do any worse than our soccer team, so MicroValue could be onto a winner with their two-game *Olympiad Collection.*

In the summertime, when the weather's fine...

The first of the two offerings is *Summer Olympiad*, a five-event opus that features fantastic presentation. Set against a breath-taking stadium graphic, you choose which events to play via a rather groovy options menu — move the pointer over one of six TV icons, and it flashes into life showing a brief sequence of the event in question. Press fire to select. The opening ceremony's also selected in this way.

First of the five events is **Skeet Shooting,** where you blast clay pigeons out of the sky from seven different positions, arranged in a semi-circle around the two launchers. Aim your gun using *Op-Wolf*ish crosshairs, the clay exploding into a shower of fragments when hit. Your double-barrelled shotgun gives two cracks at single clays, but you'll need to be on your toes when they're released in pairs. Easily the best of the five events, the animation's great, control pixel-perfect, and generous-but-fair collision detection prevents it getting too frustrating. The gun effect sounds more like a rocket launcher than a shotgun, but this is the only gripe.

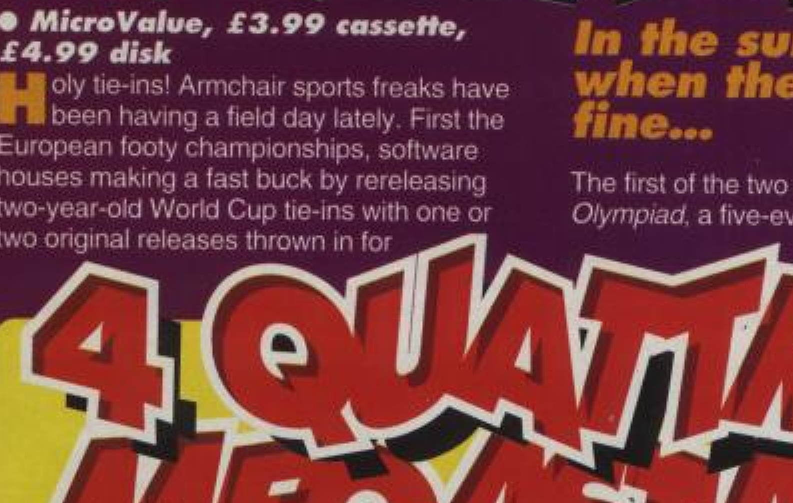
Pity **Fencing** isn't as good. The characters aren't as well animated, and controls take some getting used to. Okay for a play or two, but you soon get bored.

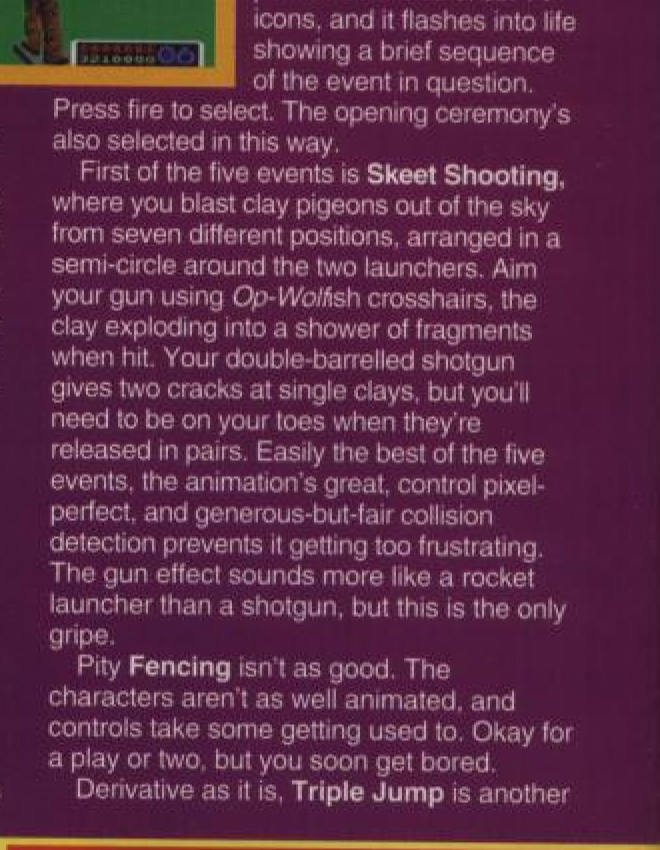
Derivative as it is, **Triple Jump** is another

4 QUATTRO MEGASTARS

• CodeMasters, £3.99

The Codies are well known for releasing four-game packs, most of 'em brilliant, but what's the latest offering like? We gave MARK CASWELL an elephant's trunk, an umbrella, a big foot and fiery breath (although he had most of them already!)...



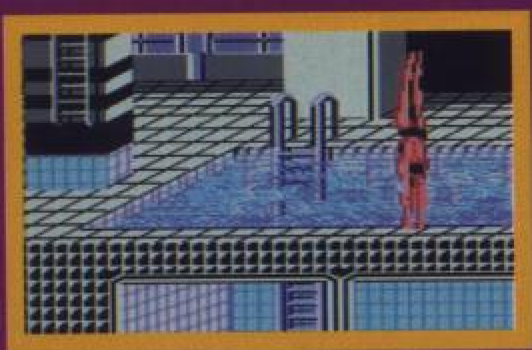


Four games for less than a quid each sounds great value for money, but the only real goodie here is *CJ's Elephant Antics.* Columbus Jumbo is the pachydermal hero who's been kidnapped and is even now being transported to England from his African home. But unknown to his captors he leaps out of the plane somewhere over France, and using an umbrella floats to the ground. Although the way home is fraught with many pitfalls and dangers, CJ's armed with plenty of peanuts and bombs. The graphics are great and the multidirectionally scrolling platform action's compulsive, especially in the novel simultaneous two-player mode.

Next up is *Sky High Stuntman* where

hit. A standard *Track-and-Field*esque waggler, hit the fire button three times to execute the hop, skip and jump, holding the fire button determines the angle of ascent. Nothing original, but great fun — you have to have one more go just to get that little bit further.





Until you get the hang of it, the **Diving** event's trickier than doing the breast stroke in concrete wellies! Hurl yourself off a high board, flipping, somersaulting, and levelling out as you hit the water. No one in the ZZAP! office can beat Phil 'belly flop' King, so we have to make do with the sumptuous graphics and brillo animation.

The runt of the litter is **Hurdles**. Hellishly uninteractive, your bloke runs and jumps whatever you do — I once left the joystick alone until the last ten yards and still won! **79%**

Waggling in a winter wonderland

On the flip-side is *Winter Olympiad*, a competent but unspectacular interpretation of the winter Olympics. Another five-event outing, presentation is again top-notch (I loved the David Vine signature tune!).

The first event is the **Ski Jump**, a flavourless offering that captures none of the thrills and spills of its' sporting equivalent. Press fire to start the skier skiing, press again when he reaches the foot of the ramp, and piddle about with the joystick to keep the skis level — that's it!

Downhill's a little better, but not much. Viewed from behind, you keep body and soul together by dodging the trees and jumping the logs. Great graphics, but it's ruined by weak animation and sluggish scrolling.

Biathlon's a cross-country skiing event where you stop every few screens to take potshots at static targets. Waggle away to build speed, and hit fire when the cursor's on the target. It's great to begin with, but the flickscreen scenery (push-scrolling would've been nice)



soon repeats, and it becomes a long-winded pain in the wrist. A brave attempt at a rarely covered event, but less-than-perfectly executed.

Though not as graphically stunning as the other events, **Slalom** plays really well. Steer the skier right and left, weaving in and out of the posts, 'fire' straightens you up and increases your speed. Because the steering's very sensitive you'll find yourself in all sorts of troubles until you've got the hang of it, but when you do it's a gas.

Last and definitely least is **Bobsleigh**, another event that plays like a spectator sport. Hold the line for maximum speed, slide too high on the bank and you crash. Could've been a winner, but you only get control of the bob when you hit the bends — the rest of the time you just watch and wait! **60%**

For the high jump

There's some great stuff here, but there's also a fair few fillers. Presentation and graphics are excellent, and there's loads of ace touches like the 'flashes' from photographers in the crowd (fnarr). Like all multi-eventers they're more fun when played with a few buddies, but even then you have to play alternately — you can't compete against another human, even on events like fencing and hurdles!

At five events a throw there's no denying you're getting a lot for your dosh, but the quality's a little patchy. If they could've combined the graphics and presentation of *The Olympiad Collection* with the playability of *Winter Super Sports* they'd be onto a real winner. As it stands it's still good value for armchair sporty types.

OVERALL STRIKE! 73%

you become a budding Colt Seavers acolyte (I'm not the kind to kiss and tell, but I've been seen with... okay, sorry put the knife down Steve). Your name is Super Stuntman and you've been hired to star in the latest Steven Squealburgh movie. There are four scenes to be filmed, and you can bet your bottom dollar the stunts needed are only for the insane or suicidal. In a range of vehicles you're bombarded by the enemy forces, and only your skill as a stuntman can save you. Lights, camera, and action. It sounds spectacular but turns out to be just another B-movie standard vertically scrolling blaster. And a very difficult one, to boot...

Bigfoot isn't a game about yours truly, but concerns one of them big hairy creatures like Chewbacca the Wookie





from Star Wars. And the Bigfoot in question is having as many problems with women as me. His girlie has been kidnapped (who'd want to nab an eight-foot-tall Wookie lookalike is beyond me). It's up to Mr Bigfoot to rescue her in a mediocre flickscreen arcade adventure.

And finally we have *Little Puff*. Dragons may be mythological in our world but in this game they're everywhere. The game starts with Little Puff's mum telling him not wander too far from home. It's Sod's Law that this is precisely what he'll do, and now he's lost. So Little Puff has to find the four parts of a pass to get into Dragon Land, whatever that is. These are in four envelopes, scattered around a barren, flickscreen play area with the odd object to pick up and use.

I'm sad to say that *4 Quattro Megastars* is a birrova letdown. It goes without saying that *CJ's Elephant Antics* is (expletive deleted) brill, both graphically and in the playability stakes. CJ is a cute character with a pile of problems (and problem piles judging by the way he walks!), and the game's so ace it's worth the three quid price tag alone. However, the rest of the games are less than satisfactory. *Bigfoot* and *Little Puff* are graphically poor arcade adventures that barely make the grade, while *Sky High Stuntman* is graphically competent, but the problem lies in control of the plane and the rate at which enemy bullets fly at your craft.

CJ's Elephant Antics	90%
Bigfoot	65%
Sky High Stuntman	69%
Little Puff	62%

OVERALL STRIKE! 71%

WARNING:

BEWARE OF IMITATIONS



MORE
- MEGADRIVE
- MASTER SYSTEM
- GAME GEAR

Than any other mag!

There's no mistaking Britain's BIGGEST & BEST action mag for Sega game freaks!

SURVEYING THE SCENE

Here's a little ditty just for you, written by the brothers of the ZZAP! 64 crew. It's about some questions we'd like to ask, answering them correctly is your task. The reason, you see, is that we'd like to know, just what should stay and what should go. Do you like adventures and shoot-'em-up games, or longer features to tax your brains? More letters, compos and hardware news, a programming forum to air your views? The more we get the more we'll know, enabling us to grow and grow. You paid for this so it's really your mag, what do you think will make it more rad? So fill it in and mail it off, the address doesn't rhyme, though, so we're signing off!

SECTION ONE: ABOUT THE MAGAZINE

1.1 Where do you obtain your copy of ZZAP! 64?

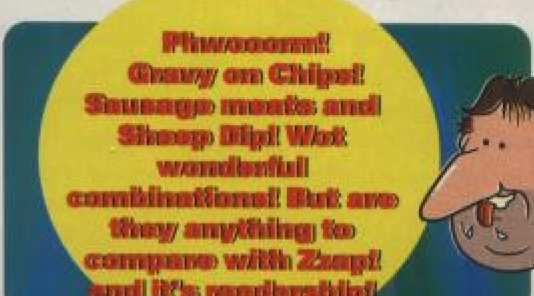
Newsagent ☐1
Home delivery from a newsagent ☐2
Supermarket ☐3
Subscription ☐4

1.2 Do you ever experience any difficulties in obtaining your copy of ZZAP! 64?

Yes ☐5 No ☐6

1.3 How long do you spend reading an issue of ZZAP! 64?

Up to 1/2 hour ☐7
11/2 hours up to 2 hours ☐8
1/2 hour up to 1 hour ☐9
2 hours up to 3 hours ☐10
1 hour up to 11/2 hours ☐11
3 hours or more ☐12



1.4 How many people, apart from you, read or look at your copy of ZZAP! 64 ?

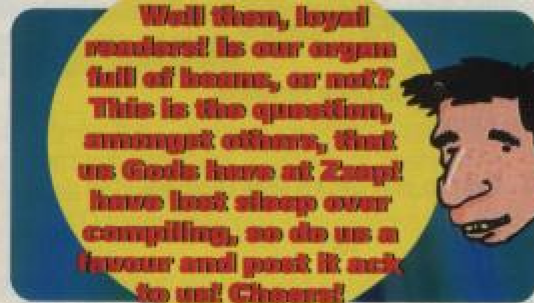
None ☐13
One ☐14
Two ☐15
Three ☐16
Four ☐17
Four or more ☐18

1.5 What do you most like about ZZAP! 64?

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....

1.6 What do you least like about ZZAP! 64?

....
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....



1.7 Which has been your favourite issue to date ?

....

1.8 Why ?

....
....
....
....
....
....

1.9 Which, if any, of the following computer & console magazines do you read regularly ?
(this means at least three out of four issues).

Commodore Format ☐19
CU Amiga ☐20
Mean Machines ☐21
Amiga Power ☐22
Game Zone ☐23
Amiga Action ☐24
Amiga Format ☐25
The One Amiga ☐26
Computer & Video Games ☐27
Other (please specify) ☐28

1.10 To what extent do the following elements influence your choice of magazine ?

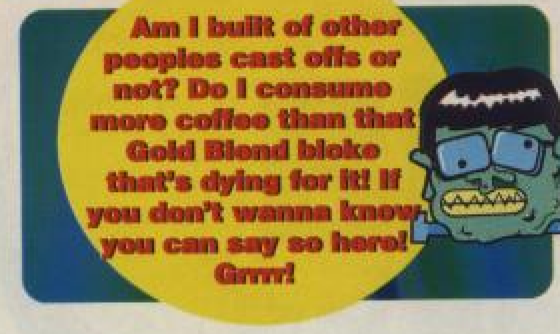
	A great idea	Slightly	Not at all
Front cover	☐29	☐30	☐31
Cover gift	☐32	☐33	☐34
Availability in shop	☐35	☐36	☐37

1.11 Do you consider ZZAP! 64 to be the best value C64 magazine ?

Yes ☐ No ☐ Sometimes ☐38

1.12 What of the following do you purchase your copy of ZZAP! 64 for?

The cover-mounted games only ☐41



Mostly for the cover-mounted games, but also for the magazine ☐ 42
For both the cover-mounted games and the magazine equally ☐ 43
Mostly for the magazine, but also for the cover-mounted games ☐ 44
The magazine only ☐ 45

1.13 Would you pay more for more/better quality cover-mounted games?
Yes, even if the magazine costs £2.50 ☐ 46
Yes, even if the magazine costs £2.95 ☐ 47
Yes, even if the magazine costs £3.95 ☐ 48
No, only if the price remains the same ☐ 49

1.14 Do you own a disk drive for your C64?
YES ☐ NO ☐

1.15 Would you like a text adventure (like NYTHYHEL) on every Megatape?
YES ☐ NO ☐

1.16 Would you like to see Amiga coverage in ZZAP!?
YES ☐ NO ☐

1.17 What, if anything, would you like to see in ZZAP! that isn't already covered (a technical column for example)?
....
....
....
....
....

SECTION TWO: YOUR COMPUTER

2.1 Which of the following types of computer do you have regular access to ?

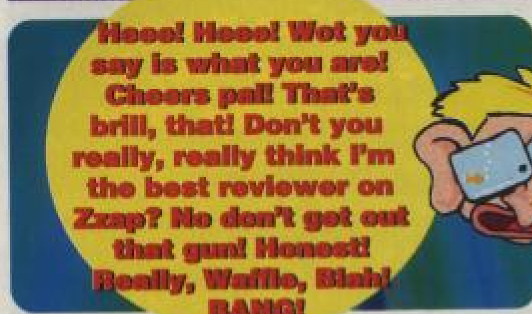
	Tape	Floppy
C16	☐ 1	☐ 2
C64	☐ 3	☐ 4
C128	☐ 5	☐ 6

2.2 Which of the following types of games do you play on your computer?
Action (shoot-'em-ups) ☐ 7
Puzzle ☐ 8
Adventure ☐ 9
Other ☐ 10
War / strategy ☐ 11
None ☐ 12

Win The Game Of Your Choice!

In return for all your hard work in filling out this questionnaire we'll be awarding TWENTY-FIVE of you the game of your choice from this issue. Whether it be a full review, a preview, an advert or a budget game, if you fancy it slap down the title below and, if you're one of the lucky winners — drawn on September 30 — watch out for the postie!

If I'm a winner, I'd like a copy of ....
....
Name ....
Address ....
....
....
Postcode ....



Roleplaying ☐ 13

2.3 How far is your choice of computer / software influenced by ZZAP! 64?
A great deal ☐ 14
A little ☐ 15
Not at all ☐ 16

2.4 How much do you spend on software per month ?
Nothing ☐ 17
Between £10-£15.00 ☐ 18
Between £16-£30.00 ☐ 19
Between £31-£40.00 ☐ 20
Between £41-£50.00 ☐ 21
£51.00 or more ☐ 22

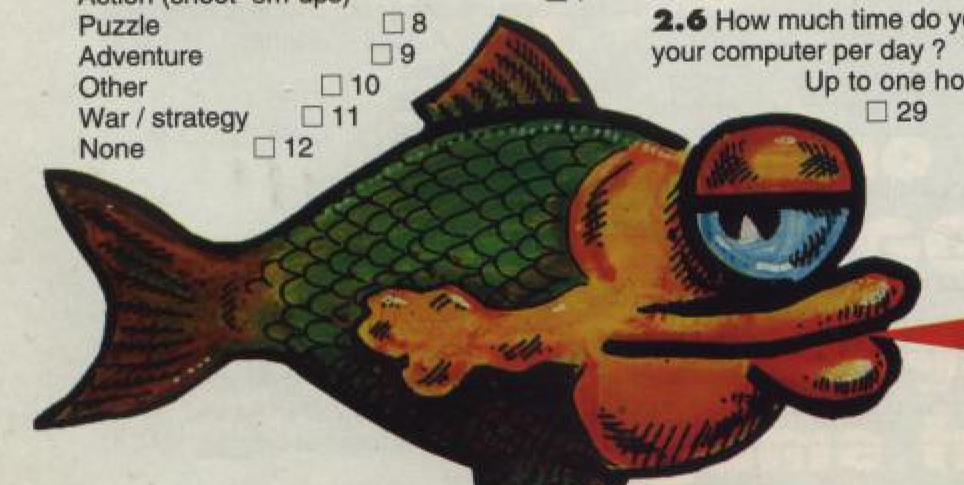
2.5 How regularly do you purchase new games ?
Less than one a month ☐ 23
One a month ☐ 24
2 – 3 a month ☐ 25
3 – 5 a month ☐ 26
More than 5 a month ☐ 27
Don't buy games ☐ 28

2.6 How much time do you spend on your computer per day ?
Up to one hour ☐ 29
Up to two hours ☐ 30
Up to three hours ☐ 31
Up to four hours ☐ 32
Up to five hours ☐ 33
Five hours or more ☐ 34

2.7 How long have you had your current computer ?
Up to one year ☐ 35
Up to two years ☐ 36
Up to three years ☐ 37
3 years or more ☐ 38



Send your completed questionnaire (or a photocopy of it if you can't bring yourself to dismember the mag!) to: Hey Hey It's Another Survey!, ZZAP! 64, Europress Impact, Temeside, Ludlow, Shropshire SY8 1JW



Bash Yer Brains!

Seasons gruntings, fellow adventurers, and welcome once again to my brawny brain-bashin' bit o' the mag. This month I've been slaying, er, I mean SLAVING away in deepest darkest Cornwall, just to bring back reports of a new C64 text adventure, as well as reading through the ox-cart full of letters you've sent. Space, like Whiplash's intellect, is limited though — so I'll press on...

Ha — and they thought they could slay the mighty Bash! It'll take more than a couple of cave trolls to kill me. Sure they're tough, but living underground has dimmed their eyesight — keep your torches bright and your axes sharp and you'll soon show them who's boss.

Ryan Pascall of Plymouth seeks once-mighty foes now only found in ancient legends. 'Where', he asks, 'can I get hold of the *Lord of the Rings* games? *Shadows Of Mordor*'s great.'

Art thou serious? Any game that breaks a simple act like scoffing a rabbit into at least ten commands deserves to be fed to the terrible Zyronsgor of Blarg! Heed my counsel and look for *The Hobbit* at car boot sales instead, but if you must tread that turgid path contact Beau Jolly on 0737 222 003 and ask about the *Tolkien Trilogy*.

Ryan also asked what C64 RPGs have been released on tape. Alas, there are few — Kixx's *Dragons of Flame* called itself a roleplayer, but I've had more fun juggling a pile of foetid Gark droppings! If you're serious about RPGs you really need a disk drive — check out *The Bard's Tale* series or the forthcoming *Elvira II*.

Finally, he asked about Level 9 games. These ancient artifacts are as rare as childbirth among the Vestal Virgins of Rynn, so if you find one grab it and hold onto it! If you're keen on chasing adventures the software wizards have long since struck from their mighty tomes, try *Adventure Probe* magazine. Packed with hints, tips, news, reviews, and (hurrah!) a classified column for buying and selling older titles, and it's only £1.50 an issue! Write to Mandy Rodrigues, 67 Lloyd St, Llandudno, Gwynedd LL30 2YP.

CONTACT POINT

The Guild, 760 Tyburn Road, Erdington, Birmingham, W Midlands B36 8DG. Cheques payable to Glenda Collins.

THE CORNWALL ENIGMA

The Guild, £2.00 cassette & disk

It's not often you see adventures written specifically for the Commodore these days. As most are conversions from other formats, *The Cornwall Enigma*'s a breath of fresh air — not only is it currently C64 only, but author Lee Morrall coded it without a utility, SAVE and FONT routines added by John Wells (I thought he did Dennis Thatcher impressions! — Ed). Amazing!

Set in the quaint old Cornish town of Alesbury, it's really two adventures in one — uncover the town's mysterious secret, then find some means of getting home! You'll get a frosty reception from the 'Hammer and Anvil' heavy drinkers, meet a BR guard who's as competent as Robert Maxwell's swimming instructor, and wonder about the significance of Cunning Harry's monument?

The first thing you notice is the long, flowing location descriptions. They give a real feeling of being there, but I wish the author would learn how to use commas! Breaking up, text with far, too much, punctuation is, very, annoying and makes it lose, its immediacy (if you see what I mean). Despite this the intriguing, laid-back atmosphere is preserved, playing a bit like a Famous Five book without the tackiness. Much of what's described won't affect the game, but don't let this stop you examining EVERYTHING — it's very easy to miss something important!

Overall presentation's fair, but marred by oversensitive inputting. Response is so damned finicky that unless you type with one finger you'll end up with loads of repeated letters, forcing you to go back and retype. Inputting the same command three or four times isn't uncommon — it's enough to drive you insane! John's fonts are superb and the inclusion of a ramsave facility is a real boon. White-on-black text reduces eye strain considerably, though highlighting exits in a different colour would've helped.

I couldn't find any bugged responses but there are a couple of spelling mistakes (*feild*, the church *alter*). Far more serious is a blinding programming error — at one stage in the game you find a SPEAR HEAD. Fair enough, but GET SPEAR HEAD won't work! Why? Because the program only recognises the object as a SPEARHEAD, even though the message text includes the space! This is a very sloppy piece of programming that could ruin the game for a beginner.

The Cornwall Enigma is good, but by no means great. Its atmosphere and character can't be faulted, with occasional but unobtrusive slices of humour keeping the game flowing. Problems are fair, and there's always something to do. It could be a little more interactive, and when you discover the 'secret' of Alesbury you'll wonder how it stayed a secret for so long. But these are minor moans — it's that bleedin' keyboard catastrophe that kills it off. Think carefully before you buy.



OVERALL STRIKE! 64%

Winners!

AND THE WINNERS ARE... WITH KEN D. FISH!



Thought you'd seen the last of me when I disappeared down that toilet bowl all those months ago, eh? Well, after being unceremoniously dumped in a pile of sewage (Ludlow's River Teme) I decided to travel the waterways of the world, a lost sole searching for a meaning to my aquatic existence.
It was while contemplating this that a grotesquely obese shark fell off his luxury yacht — and boy, did I know about it... I was hit my a massive tidal wave which carried me for days, eventually sweeping me up the Severn estuary. I was exhausted after my epic journey, floundering in the silty sludge at the rear of an old mill. I would have surely copped it if some fat geezer hadn't spotted me. Muttering 'That'll go nice with chips!', he carried me into a luxury office (it even had carpets) and plonked me in a bowl of clean water.
When I came round, I instantly recognised my old mucker Fatty Phil. Yes, I was back in ZZAP! Towers! Talk about fate! I realised my destiny was to once again present the results page in the greatest mag in the world...

I'D RATHER WIN A VILLA VIDEO
(Issue 85)

I'm not really a footy fan; anything with nets arouses my suspicions — I never did trust that Ena Sharples! But with Notts Forest and Derby I've no worries, 'coz they hardly ever get anything in the net. Nevertheless, six supporters win videos about their fave club. The three fortunate Forest fans are...
Robert Offer, Ashbrooke, Sunderland
Oliver Amsden, Carperby, N Yorks
Graeme Simpson, Limavady, Co Londonderry
And the trio of Derby devotees...
Graham Coates, Stanley Common, Derby
Nick Carr, Wetherby, W Yorks
Ian Dobson, Matlock, Derbys

DRAIN MY VEINS
(Issue 83)

Phew, that Dracula's a potent fellow with 13 brides; it must be all that blood he drinks. The lucky winner of this comp gets a free blood transfusion... erm, only kidding, he receives a snazzy leather jacket with the *Brides Of Dracula* artwork hand-painted on the back:
Mr M Yeoman, Kenton, Middlesex
Five runners-up get copies of the game:
Mr A Fraser, Moy, Inverness-shire
Master E Frawley, St Pauls, Glos
Chris Pearce, Meole Village, Shropshire
Steve Bromfield, Ashton-Under-Hill, Evesham
David Madon, Hemsworth, W Yorks

JUST FOR KIXX
(Issue 84)

I've been given a second lease of life at ZZAP! Towers, and so have many classic games on the Kixx rerelease label. One jammy winner gets an incredible 35 Kixx games, so he/she should be burning more midnight oil than Kuwait:
D E Smith, Goole, North Humberside
Ten serenditipous runners-up each get the Kixx game of their choice...
Bramley Butcher, Birchwood, Lincoln
Mrs Kath Fisher, Chapel-En-Le-Frith, Derbyshire
Paul Jason Hindle, Solihull, West Midlands
Simon Rofe, Tunbridge Wells, Kent
David Hines, Brentwood, Essex
Peter Carr, Eastwood, Notts
Luke Stratford, Winchcombe, Glos
Michael Ackroyd, Gawsworth, Cheshire
D Beynon, Boscoppa, Cornwall
T O'Rourke, Bordesley Green, Birmingham

SINGALONGASTEG
(Issue 85)

You can win some really great prizes in ZZAP!, even a CD ghettoblaster could land in your lap. To win you had to make up a wicked rap, unlike this one which is totally... mediocre.
I thought I was cool, but the winner of this crucial comp is smoother than the cream in one of Phil's doughnuts. Not only did he write a chillin' rap, he even performed it and recorded it on tape. I reckon we might be seeing this dude on Top Of The Pops soon (when he learns to wear his trousers back to front!):
Ben Hawes, Springfield, Milton Keynes
And ten rappin' runners-up get a supercool Steg T-shirt...
Adam Pigg, Oulton, Cumbria
Gareth Osborne, Croesyceiliog, Gwent
Gordon Blair, Kilmarnock, Ayrshire
Michael Gibbons, Gorseinon, Swansea
Eric C Dent, Bishop Auckland, Co Durham
Ben Houseman, Warton, Preston
Simon Hatch, Ashton, Lancs
B Welch, Sherborne, Dorset
Duncan Scott, Market Deeping, Peterborough
Phil Edwards, Groeswen, Mid Glam

SPACE CRUSADE
(Issue 84)

Paddy Ashdown was once in a very dangerous outfit, comprising a gold lamé jacket and sequinned waistcoat... No! He was a tough haddock in the Marines. And here's five more recruits, who each win a fabbo Space Crusade board game:
Miss Jemma Payne, Sheerness, Isle Of Sheppey
Graham Brewer, Hull, N Humberside
Mr James Kirby, Goxhill, S Humberside
Marku Pyöria, Tampere, Finland
Keith McKinley, Haverhil, Suffolk

LIGHT OF YOUR LIFE
(Issue 83)

No, you can't win me! But this Light disk mag is class, and one fortuitous fellow is getting a lifetime subscription to it:
Edward Green, Burghfield Common, Reading.

DIZZY
(Issue 82)

I dunno, this Dizzy geezer doesn't look much like an egg to me — he's not squidgy and doesn't float on top of the water. He had some excellent adventures though, and so will the winner of this comp in an ultra-modern tent that's easy to assemble. That lucky adventurer is...
Eleanor Glover, Penzance, Cornwall
She's totally bananas and even put her answers on a model of Dizzy! Ten runners-up get a brill Dizzy clock to stick on their wall:
Gavin Flack, Milton, Cambridge
Christopher Trew, Romford, Essex
R Wilkinson, Nafferton, E Yorks
James Hunter, Sunderland
Miss B A Sutton, Jarrow, Tyne And Wear
Neil Mallett, Irthingborough, Northants
Scott Cunningham, Crewe, Cheshire
Jason Smedley, Newton Aycliffe, Co Durham
Gareth Hughes, Chester
Mr J Iliffe, Nanpatan, Leics



James Pond 2: Codename RoboCod

• Millennium/US Gold, £11.99 cassette, £16.99 disk

Penguins are very yummy (the chocolate biscuits, you fool!), and the bird variety mixed with a fishy version of RoboCop make up the latest US Gold game. MARK 'FISHY FRIEND' CASWELL sticks a blue light on his bonce, grabs a handful of choccy biscuits and investigates.

In the first James Bond movie the baddie was called Dr No, but in the latest James Pond game the villain doesn't seem too sure of his handle. Dr Maybe's intentions are quite clear however, he plans to take over the world (he's only the 2,456,876th megalomaniac to try). To this end, he and his cronies have taken over the main North Pole toy factory and sabotaged many of the Christmas gifts. Big bombs have been placed throughout Santa's pride and joy, but alarm clocks with wires sticking out of 'em would attract attention…

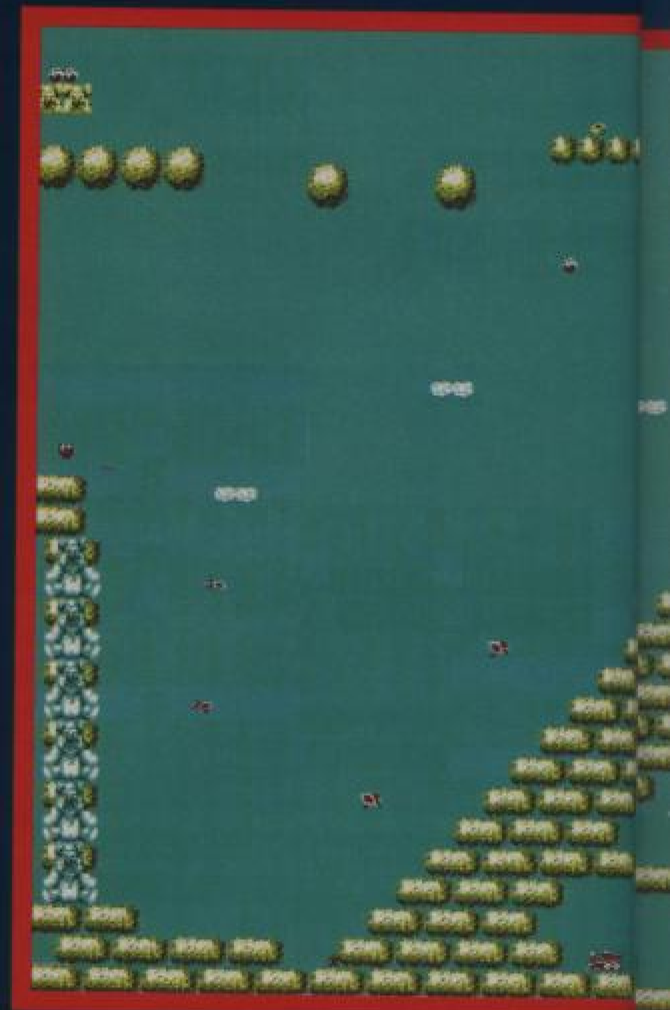
Dr Maybe, despite his crap name, is pretty deft in the smarts department. The bombs are camouflaged as penguins (silly waddling walk, dinner jackets, stars of TV ad… the whole works). The free world is panicking, what can they do? Call in James Pond of course! The boffins have especially created the new RoboCod Expandosuit to give RoboCod a fighting chance. It's main power allows Robo to stretch upwards towards the sky, but it's also useful to absorb impact as RoboCod spangs into Dr Maybe's minions.

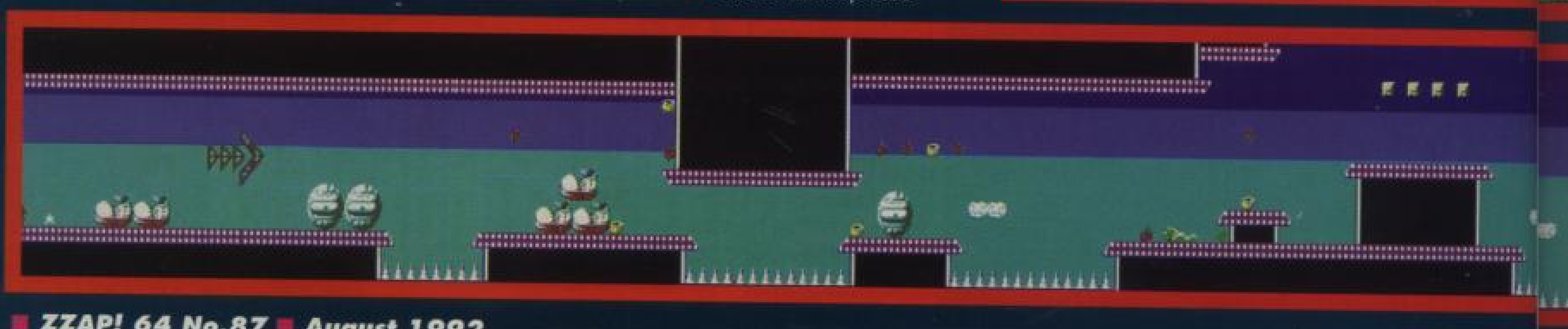


P-p-p ppick up a penguin!

There are nine missions to complete, with a set number of penguin bombs in each section. Robo has 48 hours to save the world, but there are plenty of evil creatures out to turn him into scrap metal. Contact with any one of the creatures depletes Robo's battery power. In the status panel Robo holds up three fingers on his right hand (equalling his number of lives) and several batteries. These power the RoboSuit: thus when all power is lost, so is a life. Although helpful items do exist, including power stars, bullet-proof armour, wing attachments and umbrellas.

Can RoboCod save the world as we know it? It's up to you to make sure that the penguins are defused in time. *RoboCod* is a jolly little platform collect-





'em-up which depends strongly on whether or not you like the genre. If this leads you to surmise that although this game's good it's not brilliant, go to the top of the class.

The RoboCod sprite is a blobby little affair, although one can live with that. But US Gold boast that all the features contained in the Amiga version are here, minus the scrolly backgrounds (for obvious reasons), pretty good eh?

With nine whopping levels to explore this game is BIG! A cartographer's dream come true, in fact. The enemy creatures take their fish-bashing very seriously indeed, and here lies a wee problem.



Even though there's a continue option, contact with the vicious denizens is frequent and when you die you're sent right back to the beginning of the level (AARGH!, hair-tearing time). If you're a tough games-playing dude *RoboCod* is worthy of purchase. Although if you've seen the Alexei Sayle sketch 'Steamboat Fattie', you'll be singing those words to the in-game tune.





Corky! 80%



Phil!

C64 (and animal) lover as I am, I thought Millennium would be mad to attempt an accurate conversion of this corking Mega Drive and Amiga game. Right now, though, I'm eating my hat (with plenty of gravy) 'coz they've done it — and brilliantly too. All the huge levels are here, complete with superb graphics, themed for each level.

Most importantly it plays almost identically, with James having realistic momentum that makes accurate jumping so tricky. It takes a lot of skill, especially jumping right on top of the baddies to kill 'em. But it's not all leaping — James's extending Robosuit sure comes in handy for reaching up to high platforms, then crawling along beneath them. On some levels James even gets a vehicle to use, including a car, plane and even a flying bathtub!

On tape, the multiload may prove irritating (and the continue-plays are a bit weird, only giving one life each), but the incentive to see new levels will keep you gasping for more. Go down the shops and p-p-pick up *RoboCod* now — this is one fish that definitely doesn't stink! **92%**



TEST YOUR STRENGTH!

ZZAP!'s DING DONG!

PRESENTATION
Ace intro sequence, but no pause function **80%**

GRAPHICS
RoboCod is blobby, themed backdrops are brill **82%**

SOUND
Slightly irritating title and in-game music **79%**

HOOKABILITY
Easy to get into and it's soooo compulsive! **89%**

LASTABILITY
Huge game, repeating whole levels is frustrating **85%**

FREEZING! TINGLING! RINGING! SIZZLING!

OVERALL STRIKE! 87%



Euro Football Champ

● Domark, £10.99 cassette, £14.99 disk

Poor ol' PHIL 'FOOTY' KING's just shelled out for a satellite dish, only to find he'll still have to pay a hefty subscription to watch the English Premier League. Oh well, there's always Tutti Frutti!

Eng-er-land! Eng-er... well maybe not! Weren't they pathetic in the European Championships? Clee Hill United could've done better. And as for Graham 'it's not my fault' Taylor, he now plans to revert to the long-ball tactics he used at Watford — what did they ever win?

At least British footy wasn't totally disgraced: Scotland were brilliant and very unlucky not to make the semi-finals, I reckon.

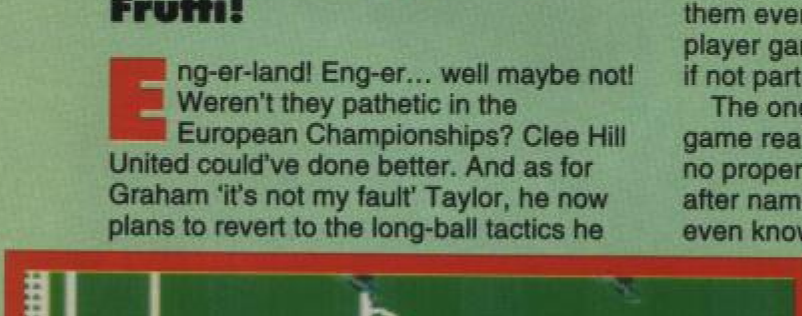
Oh well, I thought, at least I can enjoy taking England to glory in Domark's latest footy game. Sadly, *Euro Football Champ* is just like the real England: badly organised, predictable and very slow to respond. The player under your control takes about half a second to follow your joystick movements — it's like playing via satellite! Not only is this disconcerting, it makes clever moves very difficult as you have to anticipate players' movements well in advance.

With practice you can do some good passing, but nearly always in the same predictable pattern down the jerkily scrolling pitch — there's no room for inventiveness. The tiny radar scanner is Graham Taylor... whoops, I meant totally useless!

Going for goal

Scoring, on the other hand, is easy-peasy (unless you're England). The goalies always come out too far when you approach the corner of the penalty area — just fire a diagonal shot and you beat them every time. Consequently, two-player games are incredibly high-scoring, if not particularly exciting.

The one-player mode is where the game really falls flat on its face. There's no proper tournament, you just play team after nameless team — yes, you don't even know who you're playing!





Not that it matters much, as the computer teams have all adopted the Taylor style of play and are totally predictable. Holland, Germany, Denmark, they're all crap (Graham would love this) and can easily be thrashed by using the easy goal-scoring method explained above.

The only thing of real international standard is the ref — he hasn't got a clue! You can get away with appalling fouls most of the time; even when he catches you, all the opposition get is a crappy free kick — no special set-piece moves here.

Ultimately any new footy game has to compete with the likes of *MicroProse* and *Emlyn Hughes* — both now rereleased on budget — and though *Euro Football Champ* is just about playable as a two-player game, it's not even in the same league as those two classics. It doesn't even offer any gimmicks to make up for the lack of playability and challenge.



Ian!

● I've always had a soft spot for football games, but for this one I've reserved the softest spot of all — it doesn't smell too good and it'll probably confuse the incontinent Rottweiler who dropped it, but it's where it belongs. I've had more fun picking fluff out of my bellybutton!

Euro Football Champ plays like a dream — you'd do just as well playing it in your sleep, and after a couple of games you probably will be! The computer-controlled players race round like decapitated chickens, ignoring a goal-bound attacker until he's got past them, then follow him like demented sheep! They're so thick they play more like Birmingham City than a top European international team.

Control response is sluggish to say the least — I once executed a tackle in the penalty area, and by the time my player responded my opponent had dribbled around me, scored a goal, snogged the rest of his team and scoffed his half-time orange! The scrolling is a pain in the eyes, and to cap it all the players run through each other as if they weren't there, making the whole thing hellishly confusing!

In league terms, *Euro Football Champ* is distinctly Third Division. It wouldn't be much of a game at the best of times, but with so many Premier League contenders getting transferred to Budget Label United it's a disaster! Check out *MicroProse Soccer* instead.

42%



No doubt Mr Taylor would think it 'satisfactory', but there's no fooling anyone with an iota of footy know-ledge.

Phil! 47%

TEST YOUR STRENGTH!

DING DONG! ZZAP! DING

FREEZING! TINGLING! RINGING! SIZZLING!

PRESENTATION Match length, choice of Euro teams, no tournament **46%**

GRAPHICS Players are okay, but jerky scrolling is appalling **65%**

SOUND Pathetic white-noise crowd effect and whistle **30%**

HOOKABILITY Slow player response is very off putting **48%**

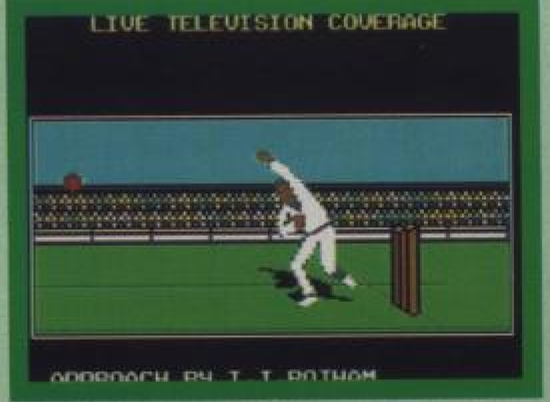
LASTABILITY Computer teams are really far too easy to beat **39%**

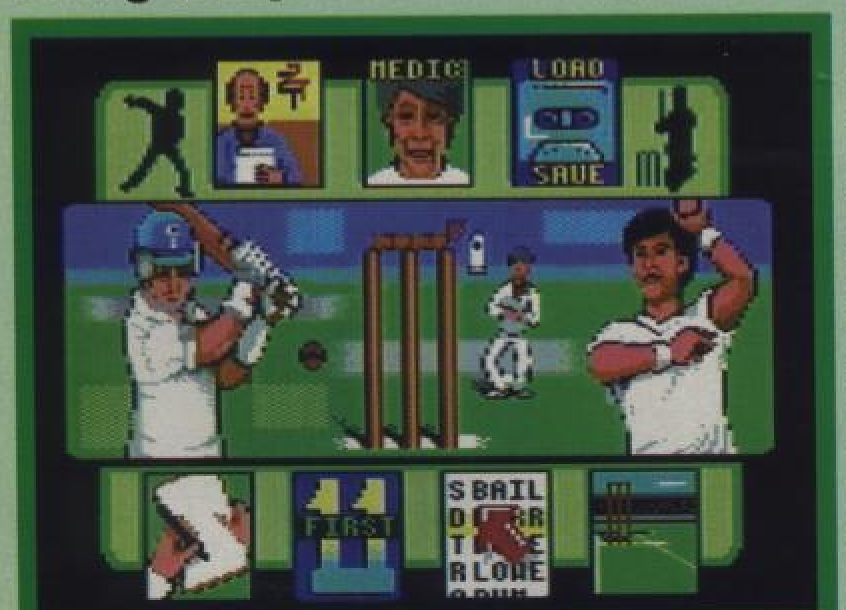
OVERALL STRIKE! 45%

World Cricket

• Zeppelin, £3.99 cassette

Fatty PHIL KING's been worried about his lack of fitness lately, so he's looking for a suitable sport to play. Cricket seems just the ticket: doing nothing for ages in the outfield, he can even get away with swigging cider and taking a nap.





It's just not cricket, is it? For a start there's no arcade action. This is pure management, and even then there's not that many options.

First, pick one of seven cricketing countries (no Zimbabwe or South Africa here) for you and the computer opponent. Then select your eleven from a squad of real batsmen, bowlers and all-rounders — all the relevant stats are shown for both test and first-class matches.

You can now choose from three lengths of tour (either at home or abroad). All include a combination of one-day, three-day and full test matches. The batting side gets to select the opening batsmen, while the fielding side picks two starting bowlers and the full fielding order (with the wicket-keeper at number 11).

Out for a duck

So far so good. However, the match representation will come as a surprise to cricket fans normally used to spending a whole afternoon watching sedate action. Most of the time, the scoreboard just whizzes away like mad, only stopping for the odd match highlight with 'live TV coverage'. Sadly, the TV station concerned must be on a tighter budget than BBC2. There's no tiny cameras in the stumps here, not even the standard elevated behind-the-bowler view. Instead, the delivery is shown side-on, resulting in one of three outcomes: the ball is hit for a six, it's caught, or the batsman is bowled out. There's just no variety at all and the flickscreen graphics look worse than Goochie's designer stubble.

All this would be just about acceptable if there was some sort of tactical depth.



But there isn't. All the fielding side can do is change the bowlers when things are going wrong. The batting side can't even do this: no instructions can be given to the batsmen to speed up the run rate etc, so all you can do is watch the scoreboard and hope for the best.

Great eh? I mean, I remember one of the very first Speccy games that was better than this — and that was written in BASIC! At least you felt part of the proceedings, choosing a bowler for every over and telling the batsmen when to run. *World Cricket*'s woeful lack of such simple, yet involving, features leaves the player completely stumped.



Phil! 22%

WG Grace!



• I am not familiar with these new-fangled computer games, but I was told *World Cricket* would bowl me over. Sadly it had me pulling my beard in frustration within minutes. I quite enjoyed picking my eleven from the modern-day players (even though they're hardly gentlemen), but after that the game was on a very sticky wicket indeed. The scoreboard flashes away like a streaker at Lords (we never had them in my day... shame!) without the players actually doing anything, apart from in the odd highlight. Not only did I have the frustration of not playing one of my legendary innings, I couldn't contribute any of my captaining skills either. It's enough to make me turn in my grave!

19%

TEST YOUR STRENGTH!

PRESENTATION
Seven teams, three tours, full player stats **78%**

GRAPHICS
Very crude highlights with splodgy players **29%**

SOUND
Awful white-noise effects and not a lot else! **99%**

HOOKABILITY
Picking teams is good, but there's little else to do **23%**

LASTABILITY
Total lack of tactical depth bowls it out **18%**

OVERALL STRIKE! 20%

Stuntman Sey...

• CodeMasters, £3.99 cassette

Now here's a curious fact: Lee Majors (star of The Fall Guy and Six Million Dollar Man) started his career as a Hollywood stunt man. MARK 'CUNNING STUNTMAN' CASWELL jams a crash helmet on his bonce and prepares for a death-defying leap.

The rotund hero of *Seymour Goes To Hollywood* and *Super Seymour* is back in his third excursion, *Stuntman Seymour*. As the name suggests, the buck-toothed hero is one of them rootin' tootin', devil-may-care stunt-man dudes who risk life and limb for the love of their art (and a huge wad of cash).

The action takes the player to several film sets as Seymour stars in another Hollywood epic (will he win an Oscar? Only time will tell). He starts on the Wild West set (yeee harr), with loadsa nasty Red Indians and ruthless gunmen to fill with lead.

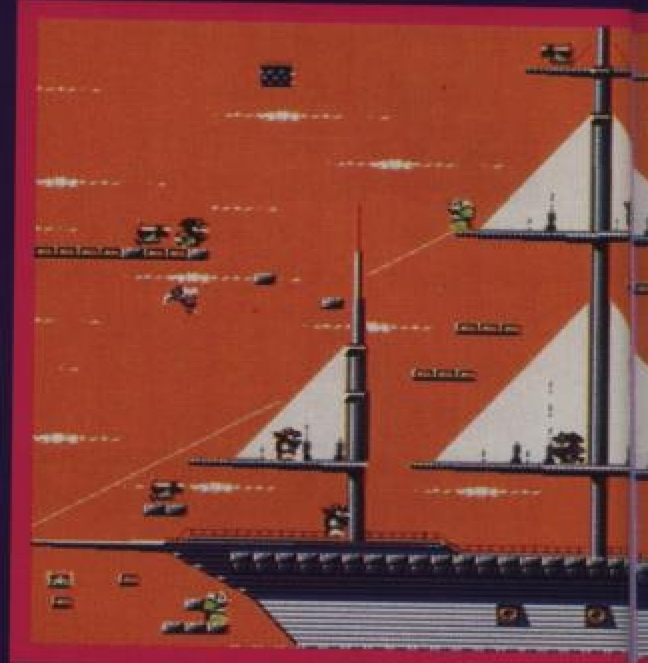
Of course Seymour is armed, a big bang stick is strapped to his side (with unlimited ammo, you'll be pleased to



Phil!

• Blimey, I wouldn't be a stunt man if you paid me in chips, so I approached this game with some trepidation. I needn't have worried, as it's cracking platform fare of the highest quality. Multidirectional scrolling, platforms, bombs to chuck: okay, it's a lot like *CJ's Elephant Antics*, but it's so well designed it doesn't matter. Graphics are great throughout the themed levels with some terrific scenery to see and neat touches — Seymour even drives off in a posher car after each level! The action isn't too difficult at first, though lives can easily be lost when falling down into unknown territory, often straight into unseen baddies — very frustrating. Apart from this it's top-notch thrills all the way, proving you can make great movies on an ultra-low budget of £3.99!

91%



Dylan Dog



• Simulmondo, £10.99 cassette, £15.99 disk

The name's Dog... *Dylan* Dog? Flea-bitten secret agent IAN 'WOOFTER' OSBORNE scratches his head over an epic arcade adventure.

Dylan Dog? With a monicker like that you'd expect a cartoon collect-'em-up featuring a lovable canine creation. But no — the Dog in question's an obscure (human) comic character from Italy, a real roughie-toughie type in the Nick Fury/James Bond mould. Good job, really — trapped in the House of Evil, the other 'guests' are turned into bloodthirsty murderers by the demon drink (a bit like Steve on half a shandy). Dylan's task is to confront the source of the evil, rescue innocent victims and get out of there alive!

An arcade adventure *par excellence*, *Dylan Dog* features some of the snazziest presentation you'll ever see outside PD demos. Gloomy incidental screens make for a really oppressive atmosphere, giving way to equally moody in-game graphics. Your solitary life is forfeited when your tombstone (energy bar) is fully revealed, and the inevitable time limit's represented by a moon floating across the creepy graveyard — spooky, eh?

Equally spooky is the animation — the main sprite moves incredibly well, and the baddies explode brilliantly when shot (Michael 'Death Wish' Winner, eat your heart out!). Run out of bullets and you're reduced to standing toe to toe with the

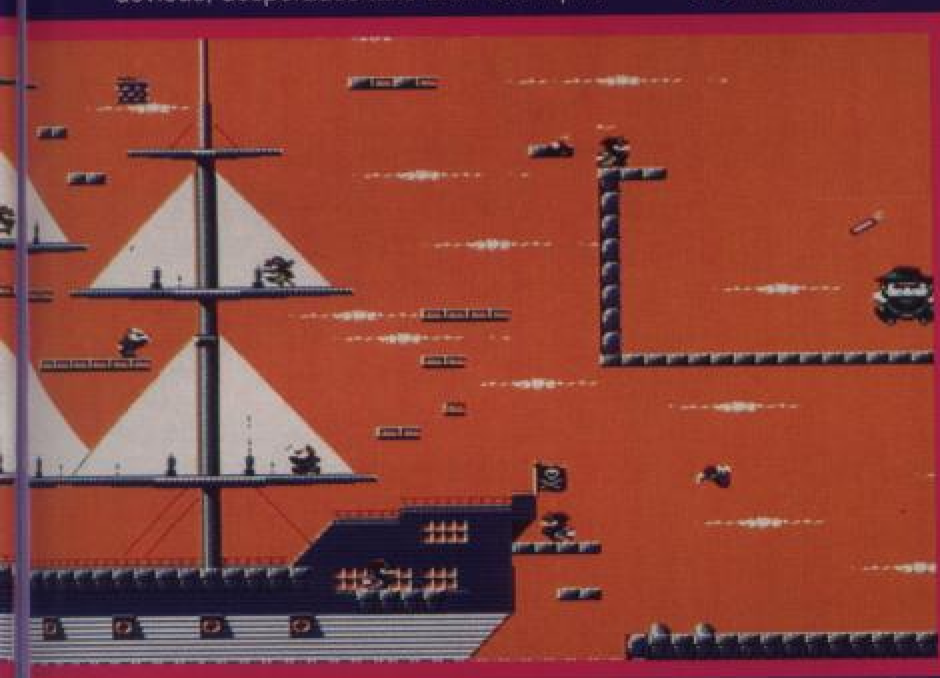


mour

hear). He's also initially armed with ten bombs (more can be collected along the way), and both weapons are darn useful. Of course as this is a platform game there are plenty of the lofty ledges scattered around. But being such an athletic little ovoid, Seymour leaps and bounds around like a miniature dynamo. As the dastardly, devious, desperados take their last trip to Boot Hill, a variety of items make themselves available for collection, bestowing bonus points.

Harr, Jim me lad

Once the last unscrupulous bandit or Redskin has been bumped off, it's onto the huge end-of-level fattie. Once he's no more than a few atoms floating in the breeze, Seymour hops into his stunt car and tootles off to the next set — a pirate ship. There's plenty of timber shivering and plank walking as the buck-toothed one battles with Long John Silver (eye patch, wooden leg, parrot on shoulder… the whole works) and his cronies.



Again kill the enemy hordes to meet up with a big guardian, then move onto the next fun-filled level (and so it goes on). I loved the previous two Seymour games and I'm pleased to say that this 'un will also be a winner (if not I'll eat my desk, woodworm and all). Graphically the game's top-notch, the backgrounds contain a rainbow full of colours while the sprites are bright and wonderfully drawn.

Poor old Seymour has a tough time at the start, but with a wee bit of practice he's soon giving the bad guys a good biffing. The Codies are onto another winner (the six squillionth this year). *Stuntman Seymour* is the business.



Corky! 90%

TEST YOUR STRENGTH! DING DONG! ZZAP!

FREEZING! TINGLING! RINGING! SIZZLING!

PRESENTATION
Colourful intro screen, but no continue option (boo!) **84%**

GRAPHICS
Bucketful cof colours decorate Seymour and Co **90%**

SOUND
A toe-tapping tune plays throughout the game **87%**

HOOKABILITY
An instantly playable platform adventure **91%**

LASTABILITY
And it's darn difficult to put the joystick down **92%**

OVERALL STRIKE! 91%

baddies, trading his knife blows for your punches — better find that dagger pretty smartish. Or better still, the sword… Controls are easily mastered, but it's irritatingly tricky to climb stairs.

No arcade adventure would be complete without objects to pick up and use, and ol' Dylan has them coming out of his ears. Accessed via a separate screen, he can carry up to five items at a time as well as his pistol. When standing over an object (represented on the game screens as a flashing square), you can pick it up or leave it for later — no forced selection here! The inventory screen is also used to select objects, thereafter used by pressing fire. Some of the object icons are a little unclear though — an EXAMINE option wouldn't have gone amiss.

The problems are intriguing enough, starting with simple blue-key-opens-blue-door outings but getting progressively trickier. Your 666 horror points are reduced each time a problem is solved — knock 'em down to zero and you've completed the game! Also worth a mention are the green 'hint' icons which give a nudge in the right direction, but you'll have to look very carefully — they're not *that* obvious!

It's great to see an arcade adventure that isn't a direct steal from *Dizzy*, with cutesy cartoon graphics, three lives and an on-screen inventory of three objects. *Dylan Dog* rewrites the rules with its mean, moody atmosphere and violent combat sequences. Full of excellent touches, you'll love the way a stricken foe peels away and falls to the ground. Avoiding atmosphere-destroying enemies that reincarnate on re-entering a room, Dylan's victims not only stay dead but their corpses stay put too. Excellent!

Dylan Dog is a real winner. Full of character, oozing playability and with enough puzzles to keep even the most hardened adventurer playing, it deserves to sell by the truckload. I only hope the obscure and confusing licence doesn't lose it too many sales.



Ian! 89%



Phil!

● This is one of the best-looking arcade adventures I've seen in a long while, stunningly detailed backdrops creating an intense atmosphere. This is in no way let down by the gameplay, a tantalising mixture of puzzles and skilful combat. Animation for the latter is very realistic and the way the poor bloke gets cut in half when you shoot him is worthy of a special effects Oscar! The manipulation of objects is especially well-implemented with an excellent inventory screen avoiding frustrating object shuffling. And this is one arcade adventure you won't complete in a handful of attempts. The huge mansion demands mapping (I might do one for the tips section!) with loads of doors to unlock and secret passages to find. Much spookier and a whole lot better than *The Addams Family*, *Dylan Dog*'s got real bite. **88%**

TEST YOUR STRENGTH! DING DONG! ZZAP!

FREEZING! TINGLING! RINGING! SIZZLING!

PRESENTATION
Spooky atmosphere and animation — the biz! **93%**

GRAPHICS
Amazing icon screen, mega oppressive mansion **92%**

SOUND
Strangely happy tune fits in better than it ought to **87%**

HOOKABILITY
This just gets better the more you play **89%**

LASTABILITY
Will take a lot of time and skill to complete **86%**

OVERALL STRIKE! 89%

Die Hard 2

Die Harder

● Grandslam Video, £12.99 cassette, £14.99 disk

Bruce Willis is such a lad, first off he saved a bunch of hostages from a ruthless gang of terrorists in a tower block, and now he's off to an airport to, er, save a bunch of hostages from a ruthless gang of terrorists. MARK 'DIDN'T HE DO WELL' CASWELL flags down a passing 747.



In the original *Die Hard*, super cop John McClane saved the lives of many hostages as Hans Gruber and Co took over the headquarters of the Nakatomi Corporation. Now he has to pull another rabbit out of the metaphorical hat as Dulles Airport is under threat from a band of terrorists trying to rescue an extradited South American General. To this end they've occupied the airport and are threatening to crash the planes circling above.

But fear not 'coz the fearless copper's back and he's on the case pretty damn quickly. The game's split into five levels of *Op Wolf*-style 'if it moves shoot it' action

Before the game proper, you can visit the Target Range. A floating cursor appears on-screen and it's a case of blast the terrorists and dodge the civilians. At the end of the session you're given a readout of your performance.

Level One takes our hero to the baggage handling section of the airport terminal. As on the Target Range screen, the enemy hordes attack from all quarters, but these guys don't fire blanks. An energy bar bears testimony to this: every time your frail bod is riddled with slugs the line gets smaller and smaller.

Big guns galore

Don't panic yet though, 'coz the death of terrorists reveals handy icons. Most necessary are the extra weapons that appear regularly. There are four to collect (with ten tokens from cereal packets); you start with a 9mm Berretta but things do get better. The least powerful is the Glock, next comes the M16, then the Kalashnikov AK47 assault rifle and finally the ultimate in firepower, the Israeli-produced 9mm Uzi machine pistol.

Ammo for all weapons is limited, as indicated by the number of clips and bullets. Extra ammo can be collected along with medical kits (which top up your energy) and grenades (read: Smart Bombs). These come in useful for blasting the flak-jacket-wearing hard dudes at the end of the level.

I adore *Operation Wolf*-style games, and I held high hopes for *Die Hard 2*. The title sequence and pre-game 'Target Range' option are excellent, as indeed are the graphics all round.

The terrorists are a mean-looking buncha bad asses as they leap, run and pop up from all parts of the screen. The range of collectable weapons is also noteworthy; the poxy pistol's pretty dire but once the Uzi's grabbed it's lead sandwiches all round.

This leads me to that which piddles on the proverbial fireworks of what could've been a good game. Levels One to Three are piddle-easy to complete; I did so on my first sitting! But try as I might I couldn't get through Level Four. This is very annoying indeed. If the game was an original concept I might've been able to forgive it. But this game type has been going since the birth of the C64, so I'm afraid *Die Hard 2* gets a thumbs down from me. Like my old school reports, must try harder!



Corky! 63%



Phil!

● Blimey, talk about a steep difficulty curve: *Die Hard 2*'s like the take-off path of a Harrier — it's even more ridiculous than the film! The first three levels are a piece of cake for the seasoned gamesplayer, but the fourth is ridiculously hard. Robots zoom towards you lobbing tons of grenades — if you've only got a pistol, you've had it. It's not very encouraging, especially when you've seen 80% of the game on your first go! Earlier levels are identical apart from different backdrops, but the crude *Op Wolf*-style action is playable enough to begin with. There's just not enough here to keep you playing time after time. A few more levels would certainly have helped, along with a more gradual increase in difficulty. **56%**

TEST YOUR STRENGTH!



PRESENTATION
Dititised title piccy, static between-level screens **82%**

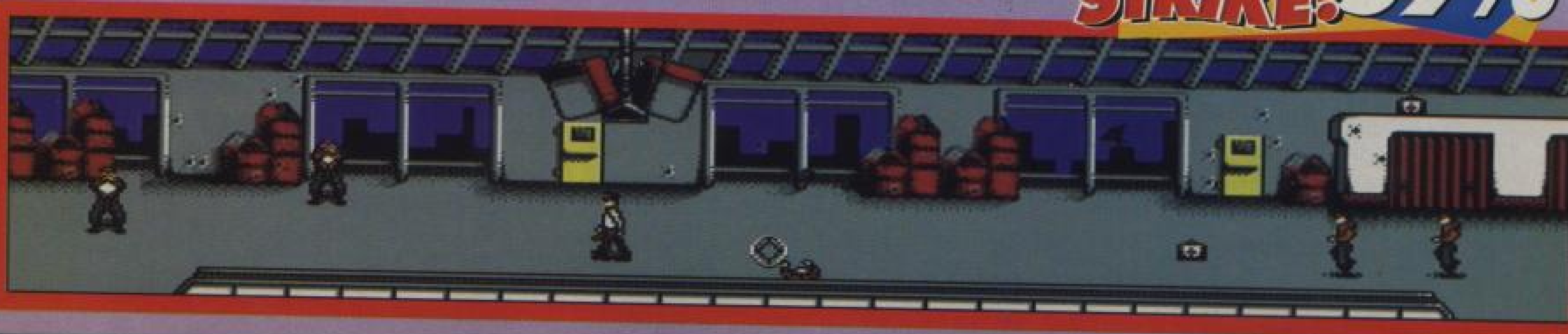
GRAPHICS
Well drawn sprites, colourful backdrops **85%**

SOUND
Okay in-game tune, blam, blam sound effects **70%**

HOOKABILITY
Really-easy-to-get-into Op Wolf-style action **68%**

LASTABILITY
Early levels too easy, Level Four impossible **55%**

OVERALL STRIKE! 59%



European Champions

● Idea/Software Business, £10.99 cassette, £14.99 disk

So the FA are demanding more Government money now football's 'cleaned up its act'. PHIL 'EARLY BATH' KING reckons he deserves a bit of dosh too for having his annual sponge down in the sheep dip!

Boo hoo, England were embarrassingly knocked out in the European Championships! Oh well, I reckon the Danes deserved to win — especially as I had a few bob on them!

After a decidedly dodgy start it turned out to be a darn good tournament, one which *European Champions* hopes to emulate. As well as playing one/two-player friendlies, you (and any number of friends) can compete in the Championship. After six qualifying matches, the best eight teams go through to the finals. The latter aren't quite authentic; just a straight knockout instead of two groups of teams.

What immediately impresses is the game's accuracy: all the European teams (not just the finalists) are included, each having an authentic squad of players.

The players names aren't just for show either: each guy has different ratings for a large range of abilities including sprinting, ball control and shooting. As well as picking your team, you can select some of your players to mark the opposition's danger men.

England win the Cup!

Sadly, after this promising start, the match action is a letdown. It looks pretty good at first: very reminiscent of Amiga *Kick Off* with the small, fast players often losing control of the ball when turning. There's even a nifty passing system: just tap fire to send an accurate pass to a team-mate in that direction. Trouble is, control doesn't switch to him fast enough for him to collect the ball.

Nevertheless, the computer teams are a doddle to beat. It's dead easy to sprint up the wing, cut diagonally towards the box and shoot, usually resulting in a goal. In fact, most of the goals are Geoff Hurst-style, hitting the crossbar and bouncing onto the line!

Defending is a lot trickier as by the time control has switched to your nearest defender, the attacker has sped too far past to be caught. But it doesn't really matter as the computer strikers miss most of the time.

Just to demonstrate how easy it is, I managed to win the Championship with England (!) on my first go. Oh well, I thought, maybe it's harder with a crappier team (if I could find one!). Aha, I plumped for the Faroe Isles and… WON, beating Holland 11–1 in the final!

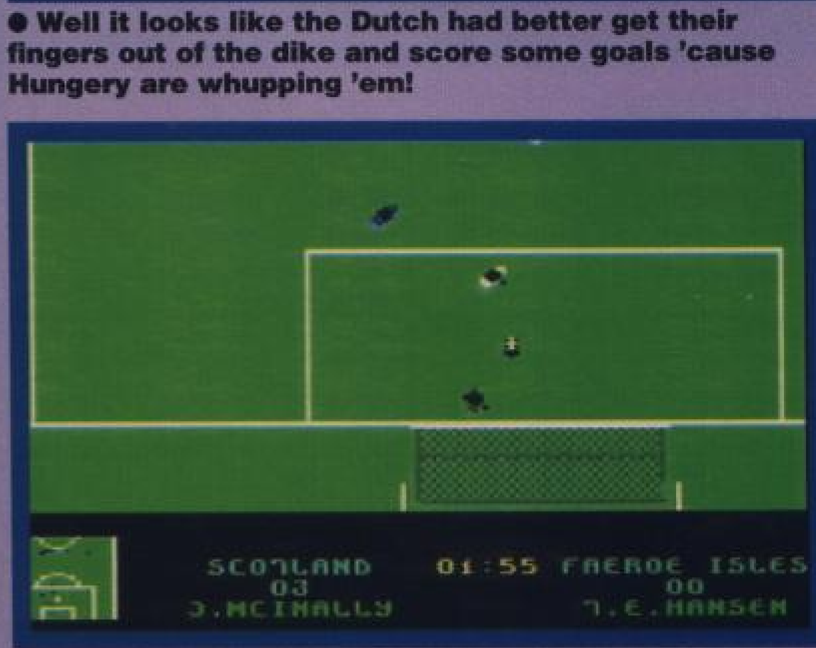
With the solitary way of scoring, and difficulty of defending, even two-player games are on the dull side — despite the inevitably high scorelines. It just goes to show, more goals doesn't necessarily make football more enjoyable: it's skilful play that matters most, and that's sadly really lacking here.



Phil! 59%



● Well it looks like the Dutch had better get their fingers out of the dike and score some goals 'cause Hungery are whupping 'em!





Ian!

● It's better than Domark's effort, but that's about all it's got going for it.

A very limited game, there's really only two ways to play it — run at the goal and shoot diagonally, or try something interesting and lose miserably! The computer-controlled players are about as bright as Nintendo owners, bobbing around at random and making no attempt to follow play. And to cap it all, when you score, the ball seems to hit an invisible goal-line defender, but you get the point anyway!

I've said it once, and I'll say it again — with *MicroProse Soccer* and *Emlyn Hughes* now on budget there's no need to shell out on full-priced tosh like this. Avoid! **58%**

TEST YOUR STRENGTH!

ZZAP'S DING DONG!

PRESENTATION — *Full tournament, three pitch types, flexible match time* — **85%**

GRAPHICS — *Small sprites zip around the smooth scrolling pitch* — **67%**

SOUND — *Jolly title tunes, usual crowd and whistle FX* — **69%**

HOOKABILITY — *Looks good at first, but it's limitations soon show* — **61%**

LASTABILITY — *Dull scoring method and computer teams* — **53%**

FREEZING! TINGLING! RINGING! SIZZLING!

OVERALL STRIKE! 58%

PD FILE

PD's all excited this month. He's not only got some great games to look at, he's also put together a marvellous offer for the readers! Take it away, PD...

All you *SEUCK* programmers out there with blistered fingers and Megatape aspirations, stop coding and take a good hard look at these screenshots — that's how a *SEUCK* game should look! *Tiger Hell*'s got one of the most impressive front ends I've ever seen, followed by graphics and animation that are so damned good I almost had a heart attack! Okay, to get a front-end screen like this you'd have to 'waste' a fair few background blocks, then begin your game on a static screen — but the rest is attainable... if not easily!

Trouble is, despite its aesthetic double whammy, *Tiger Hell* plays like a brick. There's no point creating brillo baddies if all they do is fire forwards at an incredible rate. It's damn-near impossible to weave between their bullets showering them with lead, but ridiculously easy to fly past them and let them scroll off the screen. You can get hellishly far without firing a single shot!

Tiger Hell could've been a winner. If only the tanks sprayed shells at random, if only the ships boasted eight-directional cannons as well as their forward firers, if only the designer had put as much into the gameplay as he did with the graphics... if only *Tiger Hell* was the corker it should've been instead of a brilliantly presented also-ran!

● War is hell! And, unfortunately, so is this! *Tiger Hell* had the makings of a wicked game! Pity about the gameplay, though, boys!





● Am I imagining things or can I see Ultimate coming up the drive with a law suit? But then again, they could be coming to check out this damn-near perfect classic!

Pack a punch!

Well blast my meteorites, if it isn't a PD 'tribute' to that old Speccy classic *Jet Pac. Jet Packer* is a near perfect clone that plays like a dream!

Donning a jet-pack and *Defender*-esque laser you do battle on a single static screen. Fighting gravity all the way, release the joystick and down you go. The aim of the game is to reassemble your rocket and collect the fuel crates that fall (one at a time) from the sky — fly over the rocket base with the next bit of hardware or a fuel crate and it falls into place by itself. When full it flashes a rather fetching shade of red — time to race back, fly off to the next level and refuel again.

The baddie sprites are a little primitive by today's standards, but those poor, sad ex-Speccy owners will appreciate their closeness to the original. The enemies bounce around at random in a different pattern each level, and collision with any of them is your only problem. There's so many of the bleeders you'll have to keep on your toes, though. Either my memory is playing tricks on me or there's loads more baddies in the PD version than there ever was in the classic!

Jet Packer is a corker of a game. Silky smooth and perilously paced, it will appeal to mega-blasting youngbloods as well as nostalgic old cronies (despite the sprite corruption when on a platform!).

PD FILE OFFER!

Er... wow, I'm overwhelmed! Nice one Kenz — rush a copy of the ZZAP!/BZ special to:

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GET IT ON TAPE!

Cue jam roll, cue sausage roll, cue drum roll; It's the great PD tape offer, yippee! ZZAP! 64 and Binary Zone PD have put together a mega-stonking PD compilation just for you! Not only have we nabbed some power-packed PD games, we've also swiped some sizzling demos to boot (geddit?).

Last month's raves *Chaos* and *Antifriction* are there, as are corking *Pac-man* and *Space Invaders* clones. When you've grown tired of all that mindless blasting, turn over the tape and take a trip to demoland — we've got the magnificent *Starballs* (nothing to do with astrology), *Kickboxer*, *Shadow Vector* and some marvellous musical masterpieces as well!

And how much are we charging for this mega-masterpiece? Four-and-a-half measly quid! That's right, you're getting **nine** PD games and **eleven** demos for little over the price of a budget release. Unbelievable or what?

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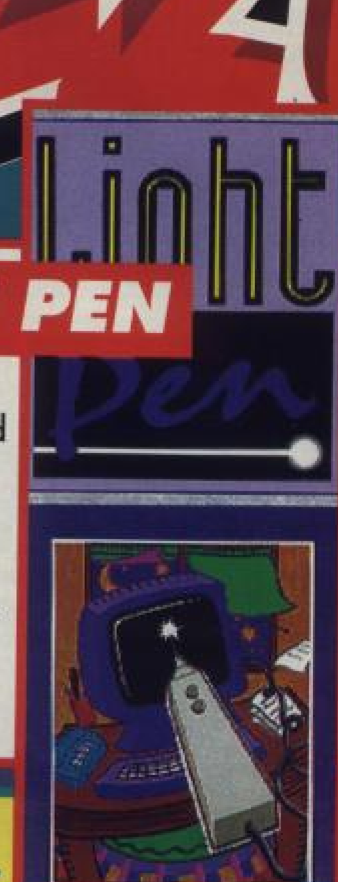
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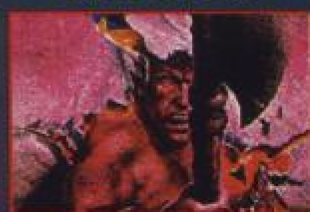
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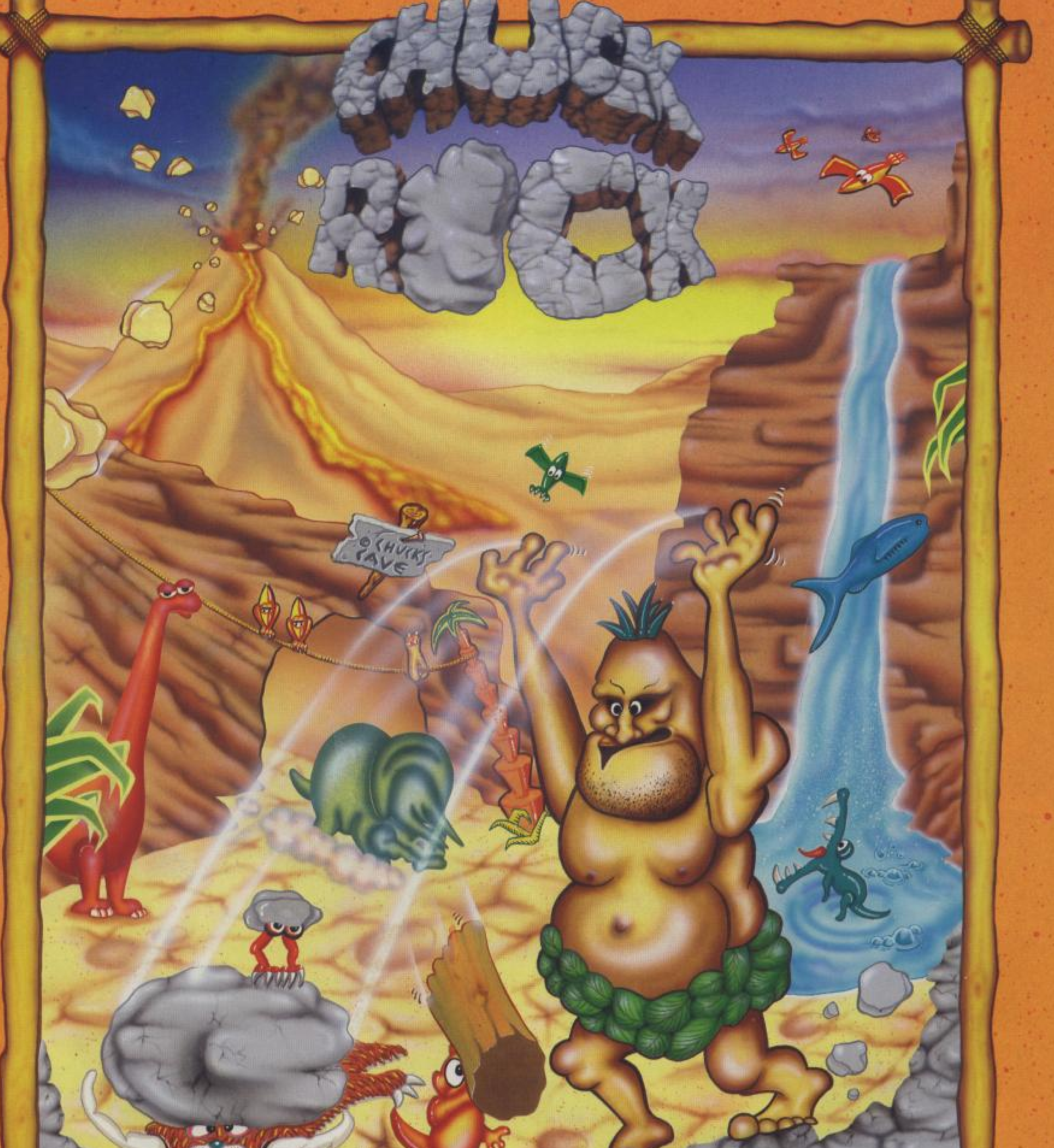
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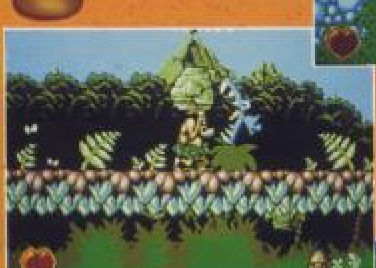


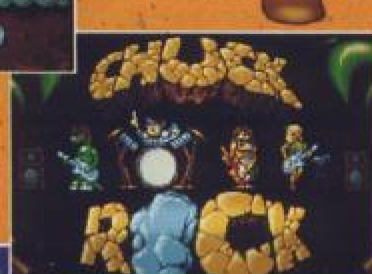


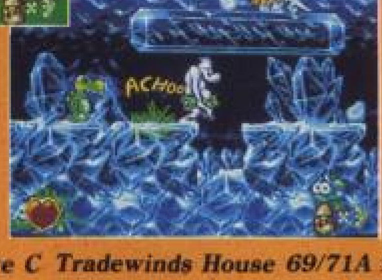


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